Guitar Pro 6

User's Guide

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Getting started

Installation

A. Minimal requirements depending on your Operating System

1. Windows® XP/Vista/Win7, or Ubuntu (officially supported GNU Linux distribution)

Minimal Requirements (MIDI Playback)

- Administrator's rights for installation; Internet connection for activation*
- Intel Pentium-4 type processor
- 1 GB RAM, with 256 MB free HD space
- Soundcard - DVD-ROM drive

Minimal requirements with the RSE (Realistic Sound Engine)

- Administrator's rights for installation; Internet connection for activation*
- Intel Core 2 Duo 2.4GHz
- 2 GB RAM, with 2 GB free HD space
- Soundcard - DVD-ROM drive

*Possibility to activate via another computer connected to the Internet.

2. Mac OS X 10.4 or later

Minimal Requirements (MIDI Playback)

- Administrator's rights for installation; Internet connection for activation*
- Intel processor
- 1 GB RAM, with 256 MB free HD space
- DVD-ROM drive

Minimal requirements with the RSE (Realistic Sound Engine)

- Administrator's rights for installation; Internet connection for activation*
- Intel Core 2 Duo 2.4GHz
- 2 GB RAM, with 2 GB free HD space
- DVD-ROM drive

*Possibility to active via another computer connected to the Internet.

B. Installation on Windows®

1. To install Guitar Pro

- Insert the Guitar Pro DVD-ROM in your drive.
- If the setup program does not start automatically, double-click on **My Computer**, double-click on **CD-ROM drive**; then double-click on **Windows/setup.exe** file and follow the instructions.
- You will be asked to accept the terms of the license of use and will let you select the setup directory for the software.
- The installation of Guitar Pro creates a shortcut to the software on the desktop as well as in the **Start > Programs > Guitar Pro 6** menu of Windows®.

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2. To start Guitar Pro

To start Guitar Pro, double-click on the Guitar Pro shortcut on the desktop, or use the **Start > Programs > Guitar Pro** 6 menu.

3. To uninstall Guitar Pro

If you wish to uninstall Guitar Pro, please use the menu: **Start > Programs > Guitar Pro 6 > Uninstall Guitar Pro 6**.

C. Installation on GNU Linux

1. To install Guitar Pro

- Insert the Guitar Pro DVD-ROM in your drive.
- If the setup program does not start automatically, double-click on **My Computer**, double-click on **DVD-ROM drive**; then double-click on the **".DEB"** file. This launches the package installer.
- Click on **Install the package**, and type in your user's password.
- You will be asked to accept the terms of the license of use and will let you select the setup directory for the software.

2. To start Guitar Pro

To start Guitar Pro, go down the menu **Applications > Sound and video > Guitar Pro 6**.

3. To uninstall Guitar Pro

- Use the menu **System > Administration > Synaptic package manager**. This launches the uninstall application.
- Click on **Status**, then on **Installed**. Find **guitarpro6** in the list.
- Right-click on the green square, and click on **Select for complete removal**.
- Click on **Apply**.

D. Installation on Mac OS

1. To install Guitar Pro

- Insert the Guitar Pro DVD-ROM in your DVD drive.
- Double-click on the **GP6FULL** DVD-Rom that has appeared on your desktop, then double-click on the **Mac/Setup.dmg** file and follow the instructions.
- You will be asked to accept the terms of the license of use and will let you select the setup directory for the software.
- You may create a shortcut to the software in the **dock** by dragging the **Guitar Pro icon** into it from the **Applications/GuitarPro** directory.

2. To start Guitar Pro

To start Guitar Pro, click on the **Guitar Pro icon** in the **dock** (if you have created it), or else double-click on **Applications/GuitarPro**.

3. To uninstall Guitar Pro

If you wish to uninstall Guitar Pro, you simply need to drag the **Applications/GuitarPro** directory to the trash.

E. To install soundbanks

Launch Guitar Pro. In the menu "file", choose "open". Select the soundbank file and click "open". A window warns you that you will have to restart Guitar Pro 6 after the soundbanks have been installed. **Do NOT restart Guitar Pro 6 before the installation is complete**.

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F. Updating Guitar Pro

The updates for Guitar Pro 6.x are free for registered users of version 6. All you need to do is launch the Updater via the **Help > Launch Updater** menu. You can also directly download the updates and soundbanks from the www.guitar-pro.com website.

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New Features

The 6th version of Guitar Pro is a complete rewrite, and is natively Windows/Mac/Linux compatible. The interface has been entirely redesigned for better ergonomy, to make writing and editing easier still, and to offer a better display of the score.

Here is a list of the new features by categories

Notation

Double accidentals
Free-time bars
Simple and double simile marks
Multirests
Double-dotting
Configurable n-tuplets
Fermata
Accented notes
Left-hand tapping
Rasgueado
Arpeggio
Two types of grace-notes
Ornaments (mordent and gruppetto)
Slash notation (above and/or within tabs)
Extended barre
Timer
Grand Staff for the piano
Tablatures supporting up to 8 strings
Concert tone and transposing tone
Partial Capo
3 clefs
Complete Stylesheet, to entirely customize your scores (symbols, fonts, proportions, etc.)
Instant switch between classic and jazz styles

Edition

Improved options for multiple selection
Extended copy/paste (special paste, between tracks, from multiple selection…)
Chord Library, to place chords faster on the score
Simplified capturing of grace-notes
More intuitive capturing of accidentals
Editing over 4 voices, and in multi-voice mode
Direct clicking on the elements of the score
Revised and improved automations
Unlimited Undo/Redo

Interface

Edition Panel
Instrument Panel
RSE Panel
Mastering Panel
Chords Panel
Lyrics Panel
Multi-document interface
Full-screen mode

Sound

Over 100 soundbanks available in RSE
Configurable chain of effects (pedals, amps, racks) for each track
Global tuning of the master track (compressor, reverb, equalizer)
5-band semi-parametric equalizer for each track
Choice of playing styles (slap, picking ...)
Humanization of playing styles (stresses, autobrush ..)
Perfected WAV Export

Tools

Revised tuner (more precise)
Possibility to swap voices, and copy from one voice to another
Scale-search engine over multiple selection
Transposing part of a score via multiple selection

mySongBook Score Portal

What is it?

mySongBook is a portal for sheet music that is accessible via Guitar Pro. The music scores made available to Guitar Pro users have been created and certified by music teachers and professionals. With two mouse clicks, you will get access to a high-quality, secure, and legal offer of sheet music in the .gpx (i.e., Guitar Pro 6) format.

Navigation

- Search engine: Look for any score by typing in the name of the artist or of the song you want.
- Tags: Refine your search by music style, playing level, or playing technique.
- "Top" Lists: Whether you are looking for single scores, artists, or songbooks, you can see which ones have been the most downloaded, the latest additions to the portal, or their alphabetical classification.

Purchases

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Navigate around the **mySongBook** portal and freely browse our sheet music library. Preview and pre-listen to any scores before you make your choices. You will just need to create your account and fill in your personal information in order to make a purchase.

Once you have bought a score, you will have unrestricted access to it in the mySongBook area of Guitar Pro. You can then play it, change its tempo, loop some passages to practice them, mute some tracks, or display the notes on a virtual fretboard or keyboard. If you wish to bring your score along with you, you will only need to print it out.

mySongBook Player

mySongBook Player gives you free access to the sheet music portal. Discover the player by downloading it directly off of our Product page. Do make sure that your computer meets the system requirements for the player to run.

Technical Support

Before you contact our online Tech Support, you should always make sure

that you have registered your license on the Guitar Pro website www.guitar-pro.com;

and that you have already installed the latest version.

To download the latest versions of the user's manual, language packs, and the software in general, just use the **Guitar Pro Updater**. (This top-left logo lets you know that an update is available for download. Simply click on it. If no update is available, the logo you see is .) Please also make sure that what you are looking for isn't already in this manual, as it has been designed to address most of the requests coming from GP6 users. .

If your problems persist, or if you are having problems installing Guitar Pro, please log into the SUPPORT section of the Guitar Pro website www.guitar-pro.com.

Please note: The distributor of your country may offer additional technical support via the Internet, telephone or postal mail. In that case, a document will be included in the software's package, with instructions to access that support.

Please note: Technical support for any given version of Guitar Pro is guaranteed for one full year after the end of the distribution of this version.

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Overview

Introduction

Welcome into Guitar Pro!

Guitar Pro is a complete workshop for all guitarists — beginning or advanced — who wish to improve, write music, or simply use a virtual backing band. Guitar Pro 6 supports all fretted instruments from 4 to 8 strings (guitars, basses, banjo, mandolin, and so on), as well as all and any instruments that can be in your band or orchestra.

Here's what Guitar Pro offers you:

- A complete yet user-friendly **multitrack, tablature-centered score editor** for stringed instruments, which includes all the usual symbols and specificities of those instruments;
- **Optimized screen-display options** and a **powerful audio engine** designed to yield faithful playback of the sounds and effects of all types of guitars as well as of a hundred other instruments (bass, strings, piano, drums, etc.), from samples and modelized sounds of amps and effect units recorded in a professional studio;
- **Everyday tools for practice**, such as the tuner, the chord engine, the scale engine, the guitar fretboard, etc.;
- **Opening out onto the world**, with the many import/export functions allowing you to make the most of hundreds of thousands of scores available on the Internet.
- **mySongBook gives you access to a sheet music library directly from Guitar Pro 6.** Improve your guitar skills with accurate, totally secure and legal scores. You do not have Guitar Pro? No problem, get access to our collection through the brand new mySongBook Player available on our website page. It consists in a free and totally stand-alone Player.

A few important points to understand how Guitar Pro works

- **Custom display options**

  You can work with a "page"-type of display for your score, or in screen mode (horizontal or vertical) so as to make the most of the available space on your screen. You can also choose a full-screen mode, or a "2-page" mode.

  You may change the proportions and the page settings of your document at any time, with the Stylesheet. You can also select whichever tracks you want to be visible.

- **Automatic page setup**

  Guitar Pro automatically adjusts the vertical placement of the various elements of the score. Note-capturing is made very fast, for a result that is equivalent to professional songbooks.

- **Musical accuracy**

  Guitar Pro automatically adds the barlines and checks the synchronization of the various tracks. Your score thus remains consistent in terms of musical rules. Such rigour may appear constraining to the beginner, but it proves very pedagogical in the end, and is essential anyway for the score to be played correctly.

- **Interactive tools**

  Each Guitar Pro tool relates to the attributes of the active track. Whether you are using the chord engine, the scale analyst, or the tuner, all the results you get will thus be consistent with the tuning chosen for the current track.

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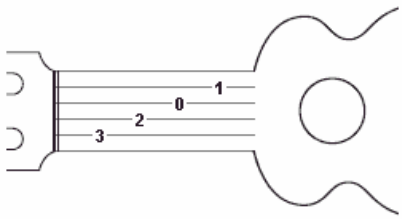
Understanding Notation

It is recommended that you know how to read tablature and have a few notions of rhythm before you use Guitar Pro. Following is a quick overview of some basic notions.

1. Reading tablature

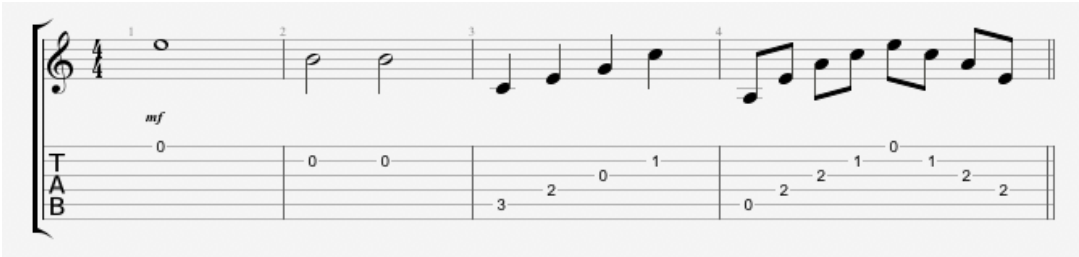
Tablature notation was created to make music easier to read for fretted instruments. It can be learned quickly, and you do not really need to know any musical theory. What it shows are the strings that are played, which actually is important since any given note can be played on different strings.

Each guitar string is represented by a line. The numbers indicate on which frets the fingers must press to play the notes. "0" means that the string is played open — that is, without pressing on any fret. The lowest line represents the lowest-pitched string (low E), while the top line represents the highest-pitched string of the guitar (high E). This actually corresponds to what you see when you lean over your guitar, as opposed to what you see when you are facing it.

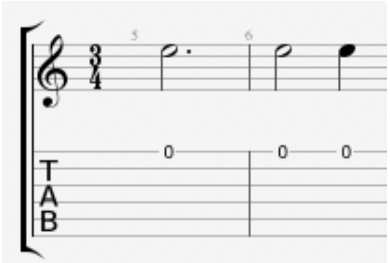


2. Understanding Rhythm

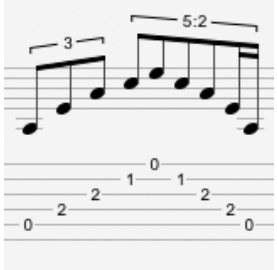
Notes can have different durations. A note's duration is not expressed in seconds, but as a multiple of the tempo. A quarter note is one beat. The tempo is expressed in bpm (beats per minute). So if the tempo is 60, a quarter note lasts 1 second. If the tempo is 120, the quarter note is ½ second. The other notes are defined relative to the whole note — on the staff below are a whole note (bar 1), then two half-notes (bar 2), four quarter-notes (bar 3), and eight eighth-notes (bar 4):



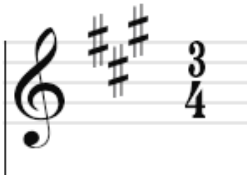
When a note is dotted, its duration is one and a half times its original value (x1.5):



N-tuplets (triplets, quintuplets, sextuplets...) consist in playing a certain number of notes in a given time-spam. For example, a triplet of eighth notes (3 x ½ beats = 1.5 beat) is played on one beat; or a quintuplet of eighth notes (5 x ½ beats = 2.5 beats) also on one beat, as illustrated by the following:



Time and key signatures:



The **time signature** sets the number of beats per bar. For example, for a time signature of ¾: the 4 indicates that the reference time is the quarter note, and the 3 indicates that there are 3 beats per bar. In this case, there are 3 quarter-notes in a bar.

The **key signature** tells you what accidentals (sharps or flats) are systematic in the score.

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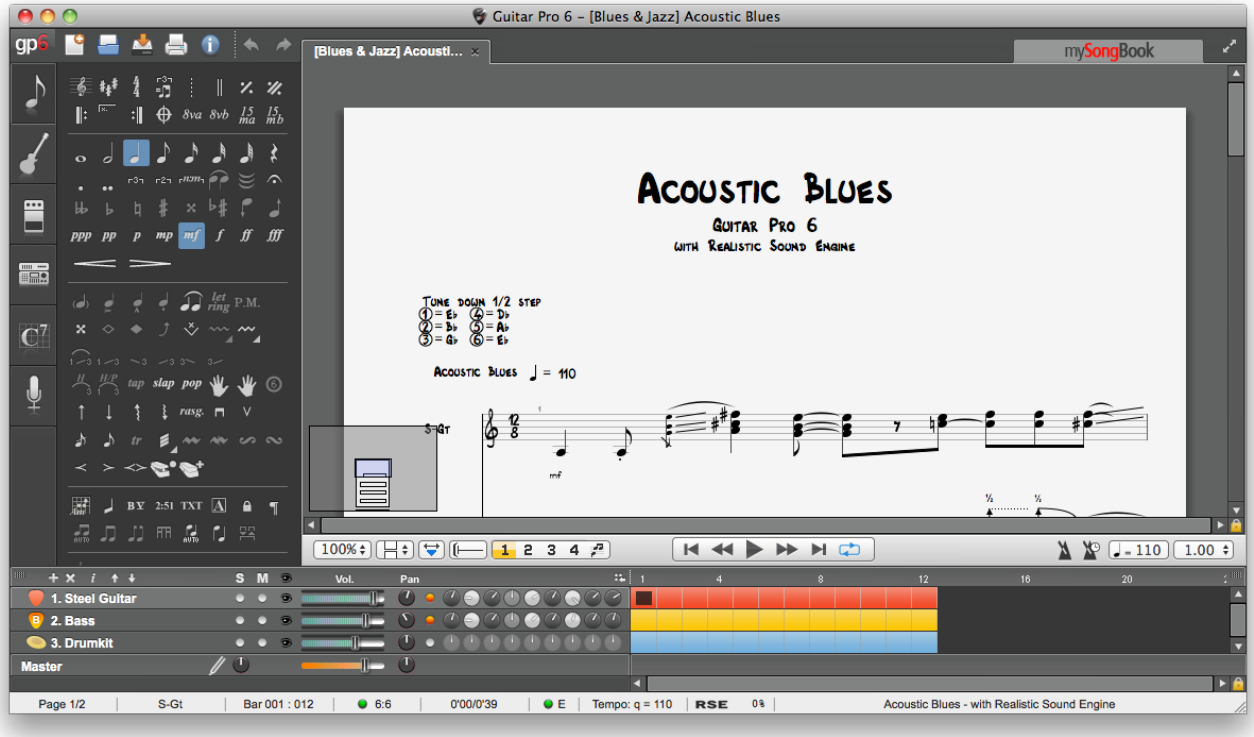
The Main Screen

The new interface has been entirely redesigned to make it user-friendlier at the same time as more comprehensive, while remaining faithful to the major aspects that have constituted Guitar Pro's identity — Edition, Sound, Tools, and Sharing.

It now consists in a better-displayed, ever more readable score, accompanied by 6 retractable panels that allow the user to instantaneously access all of the tools he/she needs for editing, sound-tuning, and adding chords and texts to the score.



This new panel-based presentation, together with a generally more dynamic design, constitutes the Guitar Pro 6 signature.

The tabs to the left allow you pull out the six panels, or "universes":

1. The Edition panel

Contains all of the symbols you need to write a score, in standard as well as tablature notation, or in rhythmical "slash" notation. You just need to click on a button for the corresponding element or attribute to be affected to the note or notes you have selected. (For the symbols demanding some precisions, a dialog window opens up for you to select the desired symbol.) Read Adding symbols.

2. The Instrument panel

On this panel you can adjust the various parameters for the track — tuning, sound bank, capo, humanization, etc.

3. The Effects panel

This panel allows you to attribute all kinds of effects to the current track, as well as save your effect chains. (Guitar Pro offers over 70 effect and amp modelisations.) See Sound settings.

4. The Mastering panel

On this panel you can work on the signal coming out of the mixer, with effects such as compression, equalization, and reverberation. See Sound settings.

5. The Chords panel

This panel creates a chord diagram library via the chord window, and lets you add chords to the current beat with one simple click.

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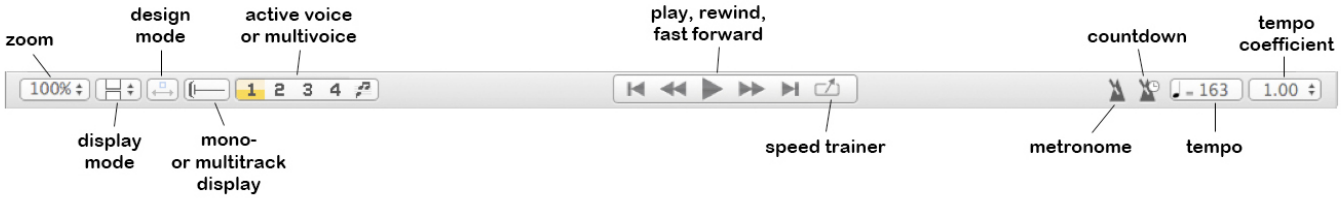
6. The Lyrics panel

Edit lyrics in sync with the melody line. The texts are automatically inserted as you type them in. See Add lyrics.

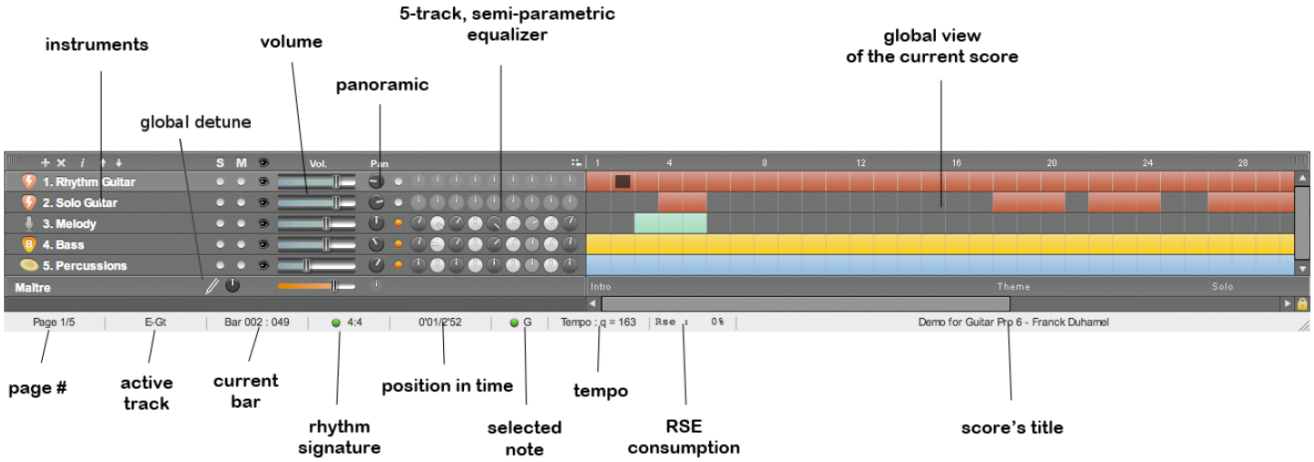
The score can be displayed in various ways

You can choose to have you score displayed in in 1- or 2-page mode, as parchment, horizontal or vertical screen, or in full-screen. You get several degrees of zoom, and a mini-browser inserted in the bottom left-hand corner of the score (which you can hide via menu **View > Enable browser**) for faster scrolling over the score. See Display settings.



The Soundboard and Global View

The Soundboard, together with the Global View, allows for an audio tuning of each track and a synthetic view of the score being played, in which you can click directly to access a bar. You can also select multiple tracks in the Global view (which is useful if you want to copy/paste easily many bars). See Sound settings and Moving around the score.



The status bar

Below the soundboard (see image above), a status bar gives some information about the current score. Place your cursor on the fields to see a balloon tell you if there is an error, and if so, what it is (Hammer-On between two identical notes, note out of range, 5 quarter notes in a 4/4 bar, etc.)

The document tabs

This is one of the great new features in Guitar Pro 6: you can now open up to 8 files simultaneously, which makes it easier to work on different versions of a same piece, as well as copy/paste between different files, and work on different scores generally. Each new opened file appears in a new tab, and you can select it by way of it or by going down the **View** menu. See Creating a new score.

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Using Guitar Pro

Writing a Score

Creating a New Score

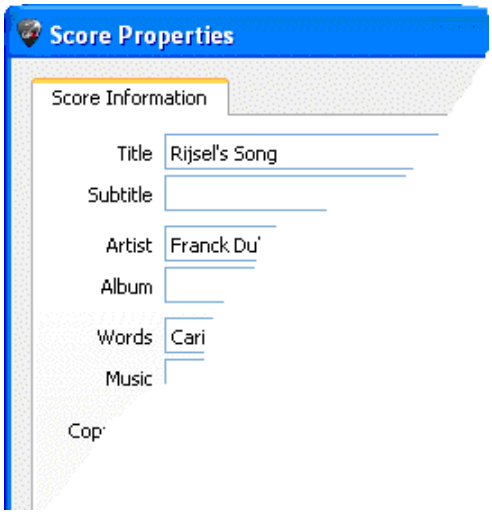
Guitar Pro 6 makes it possible to work on several files at the same time. Each file will appear under a tab above the score's window.

To create a new score in Guitar Pro, you need to follow these steps:

1. New score

Use the **File > New** menu.

This menu first opens a new score based on the chosen template (with default presets attributed to the tracks), or an empty document in a new tab, and then opens out the **Score Information** window.



Enter here the **general information** for the score — title, artist, etc.

Click on **OK** to validate and continue.

When you set your templates, you can set certain values by default (Artist, Lyrics, Music ...)

2. Key signature

In the Edition panel, click on to open the **Tone** window.

Select the key and the mode (major or minor) of the score. If you do not know which it is, you can leave the default value (C major), as it will not change the standard notation.

Click on **OK** to continue.

The **View > Concert Tone** menu lets you activate the concert or transposing tone:

- The **concert tone** is what a conductor uses; the notes displayed are the ones you actually hear;
- the **transposing tone** is what the musicians use; it is mostly used for wind instruments, and refers more to the position of their fingers than to the actual melody. For instance, for someone playing a Bb clarinet the Bb will appear as a C — with every other note being correspondingly shifted, and the key signature as well: the Bb-tone signature will bear no accidentals, just like a C tone.

3. Choosing a clef

What instrument you select for the track will automatically set a G or F Clef, but you can also change it by clicking on in the Edition panel.

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4. Setting the signature and triplet-feel

Click on (or menu: **Bar > Time Signature**) to open the **Time Signature** window.

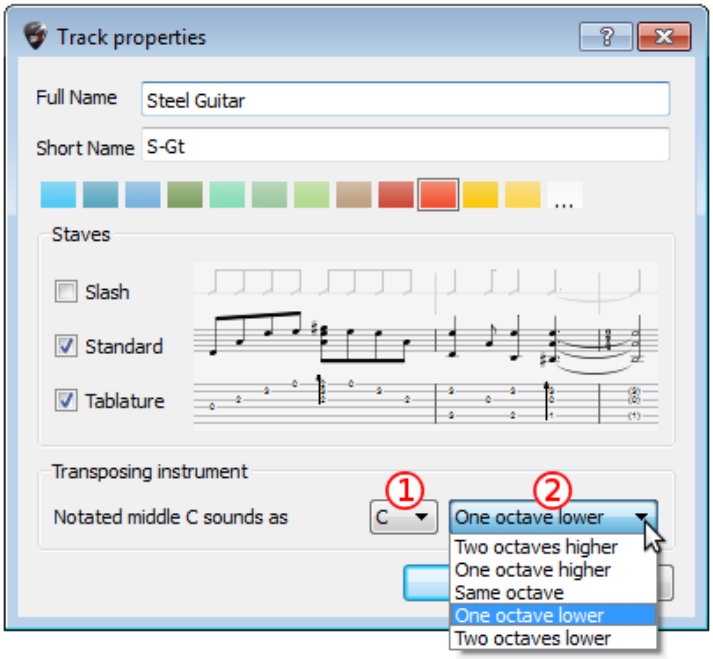
Choose a signature for the score (it is set by default on 4/4). The time signature determines the number of beats in each bar. In that window you can also choose how to link the beams by default.

Click on **OK** to continue.

Click on to choose a triplet-feel for the score. Guitar Pro 6 offers 6 different kinds.

Click on **OK** to validate.

5. The track's properties



Double-click on the name of the track in the Global View to open the Track's properties window (menu: **Track > Properties**), to give it a name, a short-name, and set which types of notations (tablature, standard, or rhythmic "slash" notation) you want to be visible.

Managing transposing and non-transposing instruments

You can now change the tonality as well as the octave of a track directly in the Track Properties dialog box (F6). Display the current track's information, and choose the tonality you wish it to be in, from those offered on the roll-down list (1). The position of the notes on the staff may also be changed depending on the option you select from the roll-down list in (2).

If you wish to see the changes appear on the score, make sure that you have un-selected the option "Capo and shifted tunings impact standard notation" on your stylesheet (F7), "Systems & staves" thumb index.

How to use that option?

If you are using a transposing instrument (clarinet, trumpet, etc.) and you wish to play a score that has not been written for your instrument, Guitar Pro can adapt the music sheet for you. For instance, in the case of Bb trumpet, go to the Track's Properties (F6) and indicate that the C written on the score will sound as a

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Bb.

Tip: You can also apply that option for guitar that uses a capo or is set in open tuning. That way, you can maintain the original tonality of the piece you play while the notation of the particular track you are working on is made easier for you to read. To that effect, do remember to check, on your Stylesheet (F7), the option "Capo and shifted tunings impact standard notation".

Click on **OK** to continue.

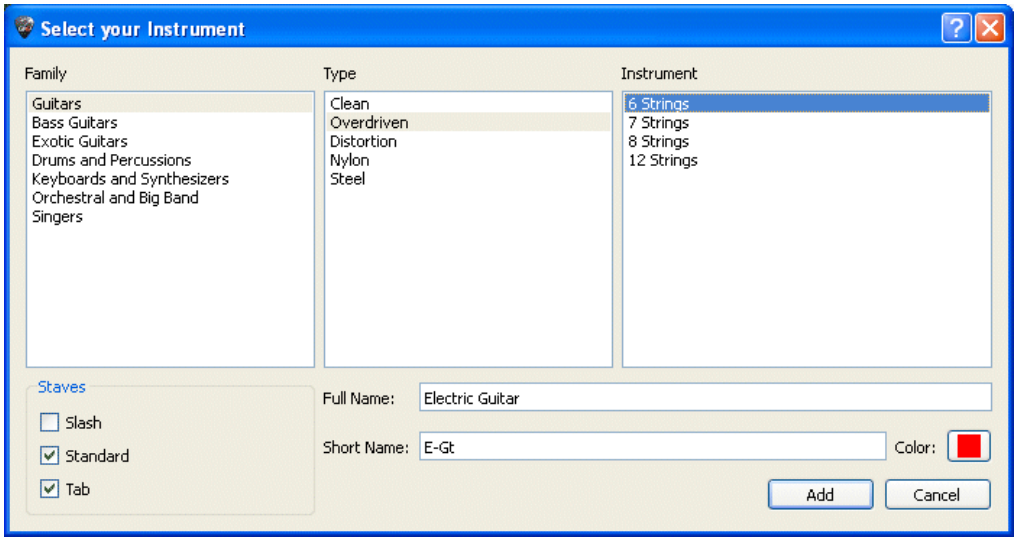
You can further choose a soundbank, set the tuning and the capo, etc. in the Instrument panel.

You are now ready to write the score. You may also add some new tracks to it.

Adding Tracks

Guitar Pro can handle a virtually unlimited number of simultaneous tracks (the limit being what your computer can handle). What instrument you choose determines what type of staff you get — Grand staff for piano, tablature for guitar, and so on. Besides, this also sets the range of the instrument, and the notes that are out of range may appear in red. (See Stylesheet.)

To add a new track, use the menu: **Track > Add...**, or click on the icon above the Soundboard, to the left.



A window then opens, for you to **Select your instrument**, and set its various attributes.

- Follow three steps for the choice of instrument: Family, Type, and Instrument;
- Display standard notation;
- Display tablature (for fretted instruments);
- Display rhythmic slashes (for fretted instruments);
- Choose a Full Name that will appear before the first system;
- Choose a Short Name that will appear before every other system (according to the settings of the Stylesheet);
- Pick a colour to use in the Global View.

The track's Audio attributes are set in the **Instrument** and **Audio panels**.

Empty bars are automatically created for the added track, so that every track has the same number of bars, for reasons of musical consistency.

To delete a track, use the **Track > Delete** menu, or the button.

To move a track, use the Track > Move up / down menu, or click on the buttons.

The button (or menu **Track > Properties... (F6)**) opens up the **Track properties** window (see above), in which you can name the track as well as give it a short name (appearing before the first system).

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You may also choose a colour for the bars that will appear in the Global View (see the Main screen), and the type(s) of notation you wish to use (slash, standard, or tab).

Tip: Once the instrument has been selected you won't be able to change it for that particular track (nor can you change the number of strings). You can however convert an instrument into another instrument by use of Cut/Copy/Paste; and the notes get automatically transposed. It is also possible to change the soundbank attributed to the track, thus associating any soundbank to any instrument (outside of percussions).

Organizing Bars

In Guitar Pro, there will necessarily be at least one bar per track. Thus, any given bar "B" will bear the same tone and signature on track T1, T2, etc. Similarly, adding a repeat sign (to open or close a section) will necessarily affect every track at once.

This guarantees the musical consistency of the score, and a satisfactory result when you play it.

On the other hand, you will have to precisely define each track. You won't be able to create a hundred-bar guitar track, for instance, and a percussion track with only one bar playing in loops. You will have to reproduce the percussion bar on the 100 bars, either by using Copy and Paste, or by resorting to **repeat symbols**. (See Adding symbols.)

Just as well, using the menu: **Bar > Insert Bar / Delete Bar** will cause a bar to be added or deleted on every track.

Barlines

Guitar Pro automatically manages barlines.

When you move the edition cursor to the right, it will automatically move on to the next bar if the current bar is complete according to the time signature chosen (for example 4 beats for a 4/4 time signature; See Understanding Notation). In case the bar isn't complete yet, Guitar Pro creates a new beat whose duration is the same as that of the preceding beat.

Whenever a bar is incomplete or too long, Guitar Pro displays it in red, unless of course it is the bar you are currently editing.

The Status Bar shows you the actual duration of the current bar as well as its theoretical duration. Whenever you move your cursor over that part of the Status Bar a balloon will let you know which voice is incomplete.

Bar design and setting

In Page or Parchment mode, it is possible to manually manage the number of bars per line. To do so, you must use the **Bar > Force Line Break** and **Bar > Prevent Line Break** menus.

The **Bar > System layout** lets you choose the default number of bars per system. It resets the line-breaks.

The **Start from current system** option tells the program how to apply the changes. If the option is checked the layout will be applied only to the bars that follow the current system. Otherwise the layout will be applied to the whole document.

The **Design mode** lets you change the sizes of bars inside a system, as well as the number of bars for each system.

Line-break functions only affect the active track, or the multitrack view. It is therefore possible to create a different arrangement of bars for each track, and another for the multitrack view.

To justify the last bar of the score to the right, you may simply add a line-break to that last bar.

Adding Notes to the Score

You can write your notes either by way of **tablature** or of **standard notation**. (The "**slash" notation** is

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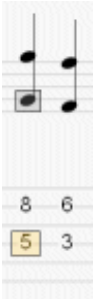
merely a representation of rhythm, and is therefore not designed for writing as such – but if you add a chord on the staff a slash will appear and you can then modify the rhythm.) Every note added into one kind of notation is instantaneously duplicated into the other.



The edition cursor is symbolized by a **yellow, green, blue**, or **grey square**, depending on the voice it is on.

Whenever it is on a note, the corresponding note in the other notation appears in a **grey square**.

The **TAB** key allows you to switch back and forth from tablature to standard notation. If you are using a piano Grand Staff, the same key switches from left-hand staff to right-hand staff.

Tip: The **Note > Shift Down / Up** menu allows you to shift the notes up and down the tablature (from string to string) without changing its pitch.

Clicking on the score doesn't add any note, but it places your cursor where you want it to be. This is to prevent accidental modifications of the score when you just want to navigate over it.

There are several ways to capture notes into the score:

❑ Capturing notes on the keyboard

Most of the capturing is done on the numerical pad:

- Move on the staff with the **arrows**;
- Use the **numbers** to enter the notes;
- Und **- (minus)** keys to change the note's duration;
- Use the **INSERT** and **DEL** keys to insert or delete notes

See Keyboard shortcuts for more information.

❑ Capturing notes with the mouse

If you prefer using the mouse, you can use the following tools:

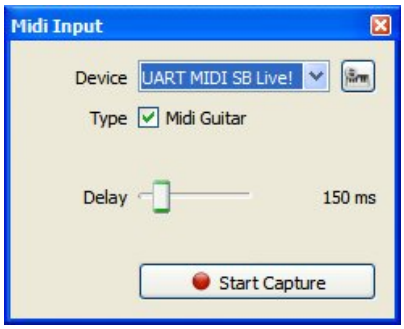
- The **virtual guitar fretboard** (menu: **View > Instrument panel**) to choose the notes;
- The **<** and **>** buttons on the fretboard to move around the score;
- The note duration keys from the Edition panel to change the lengths of notes;
- The **Note > Insert** and **Note > Delete** menus to insert or delete notes.

See The Virtual fretboard and Keyboard for more information.

❑ Capturing notes with a MIDI instrument

The **Sound > MIDI Capture** menu allows you to use a MIDI instrument (keyboard, guitar, …) to capture the score note by note.

You may add some latency.



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Tip: If you edit the rhythm after you have captured the notes (instead of for every note), it is possible that you get misplaced barlines. In that case, it may be useful to use the **Bar Arranger** tool.

See Sound settings for more information.

❑ Importing files

The various **File > Import** menus let you import other types of music files (**MIDI/ASCII/Music XML/PowerTab/TablEdit**) directly into Guitar Pro.

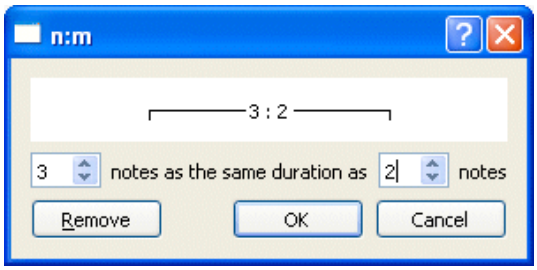
See MIDI - ASCII - Music XML Import - PowerTab - TablEdit for more information

Tip: The [C] key copies the beat your cursor is on at the end of the bar. This can be very useful to reproduce an arpeggio or a rhythm pattern.

Here are some important notions about capturing notes:

Triplets and n-tuplets

When you group some notes together in a same beat, you need to attribute the same n-tuplet (-3-, -5-, …) to each beat from that group. Guitar Pro automatically links the notes together as soon as their total duration falls on a multiple value of the chosen n-tuplet. For more complex n-tuplets you can configure the number of notes as well as the total duration of the group.



The n-tuplets are managed in the **Note > Duration** menu, or by using the corresponding toolbar.

For more information on n-tuplets, see Understanding Notation.

Ties

A tie is basically a note that isn't played as such. It merely indicates that the duration of the preceding note is augmented by the duration of the note tied to it. The tie appears as a regular note in standard notation, but it is invisible in tablature. Guitar Pro fills in the empty space with intermediary notes between a given note and the note that will be linked to it. Guitar Pro will not fill in empty spaces with intermediary tied notes if the first note is part of the anacrusis.

- Use the **Note > Tie note** to add a tie to the preceding note on the same string.
- Use the **Note > Tie beat** to add ties to every note on the preceding beat.

Accidentals (flats, sharps, and naturals) in standard notation

To add or delete accidentals in standard notation, you need to use the **Note > Accidentals** menu, or the button from the Edition panel. For notes captured in tablature form, it is possible to change the accidental by using the **Note > Accidentals > Change accidental** menu.

Displaying rhythm

Guitar Pro automatically manages rhythm display and the directions of notes' tails, based on the notes' durations and time signature. You can also manually change the directions of the beams and the stems in the **Note** menu.

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The direction of the notes' tails can be defined individually for each voice on the Notation tab of the Stylesheet.

The beams can also be forced to show horizontally for the drums (see Stylesheet options).

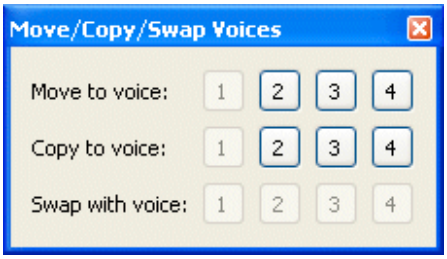
Voices

Guitar Pro handles up to four voices. Each voice is captured independently of the other three. The

buttons let you select the voice to edit. (If you are working on a mono-voice track, the other three voices are greyed out.)

The last one of those buttons activates the multi-voice mode, which allows you to move around the bar without having to worry about the voice you're on. (You may thus change a note even if you don't know which voice it is part of.) The multi-voice mode displays all notes in black.

The **Tools > Move/Swap voices** menu helps you reorganize the voices over a multi-voice track:



Multiple selection

The multiple selection allows you to make actions on a group of notes or bars. To select complete bars, press [Ctrl] when making the selection. Actions are applied to both voices when you select complete bars, else they are applied to the current voice only.

Tip: The **File > Preferences** menu allows you to set an automatic save after every n actions done. This save is done in a temporary file and allows Guitar Pro to recover the file in case of abnormal termination.

Tip: You may **Undo/Redo** your editing actions without limitations. See the drop-down **Edit > Undo/Redo** menu.

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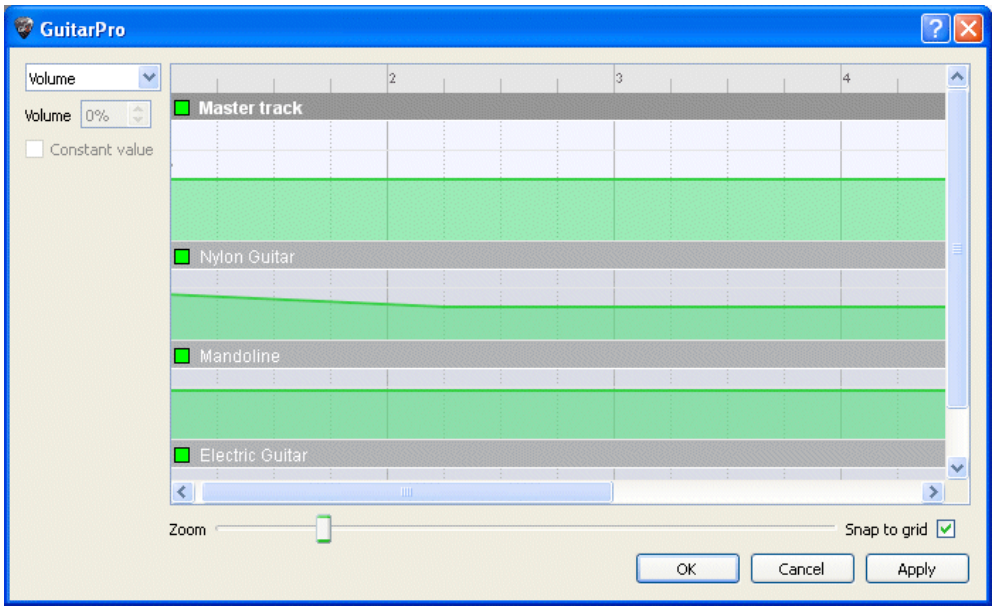
Inserting Events

With the Soundboard and the Instrument panel, you can define the settings for playback right from the beginning of the score.

You may then add any changes you like anywhere on the score, for tempo, volume, and panoramic: menu **Edit > Automations > Edit Automations**, or **F10**, or by clicking on the corresponding buttons at the bottom of the Edition panel.

You may choose to have those changes of parameters appear or not appear on your score.

Furthermore, you may modify your effect chain (See Audio). You cannot, however, change soundbanks for a current track.



The **Edit > Variations** menu allows you to swap variations in your effect chain (see Audio). What's more, it will let you modify the variations on each of the 4 voices (see Audio). It is now possible to add soundbank changes into the tracks (see Audio).

Tip: The status bar shows the current tempo.

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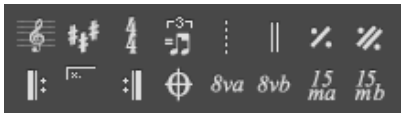
Adding Symbols

Guitar Pro allows you to insert all of the musical symbols into the score, and particularly those specific to the guitar. Most of these symbols are taken into account whenever the score is being played.

Certain effects or musical symbols can be applied to a selection of notes — e.g., Let Ring, Palm Mute, etc.

The symbols can be found on the **Edition panel**.

1. Symbols related to the bar



Clef

The Clef is an indication, in standard notation, as to which notes correspond to the lines. Guitar Pro handles 4 types of Clef (G-, F-, C3-, and C4-Clef), as well as 4 types of octave clefs (8va, 15va, 8vb, 15vb). Whenever you change clefs, you can transpose the notes to keep the same pitch.

Key Signature

The key signature tells you which notes are meant to be altered by default — unless an accidental appears next to the note on the score. It thus indicates the tone in which the piece or passage is written. It is the same for every track, aside from transposing instruments when you are using the transposing tone mode (e.g., Bb clarinet) automatically managed by Guitar Pro.

Time Signature

The time signature indicates the durations of beats in the bars following that signature: the bottom digit corresponds to the number of divisions of the whole note, and the top one gives you the number of units in a bar (see Understanding Notation). Whenever a bar is complete according to the time signature, Guitar Pro will directly move on to the next bar if you add a note. Incomplete or overlooked bars will appear in red. If you have checked the Anacrusis option **(Edit > Anacrusis**), the first and last bars will not appear in red even when they are not completed.

Triplet Feel

Among other things, the triple feel means you play in a ternary way some bars that are written in binary mode for the sake of lightness of writing. Guitar Pro offers several motifs, the most common being the triplet feel 8th which lets you play a 4/4 signature in blues style, for instance.

Free time

Free-time bars are bars that are played freely in terms of rhythm and tempo. The barlines then appear as dotted lines and the time signature is in parentheses.

Double bar-lines

A double bar-line indicates a change of parts, of signature, or any other major change in the score. Guitar Pro inserts them automatically at every change of signature. You can also add more bar-lines with the button here to the left whenever you consider a change in the score to be important enough.

Simple repeat sign

This symbols means that the bar is meant to repeat exactly the bar preceding it. This makes editing and reading lighter, and will not work on the first bar of a score.

Double repeat sign

This symbol means that you are supposed to repeat exactly the two preceding bars. It will not work if placed on the first two bars of a score.

Repeat open

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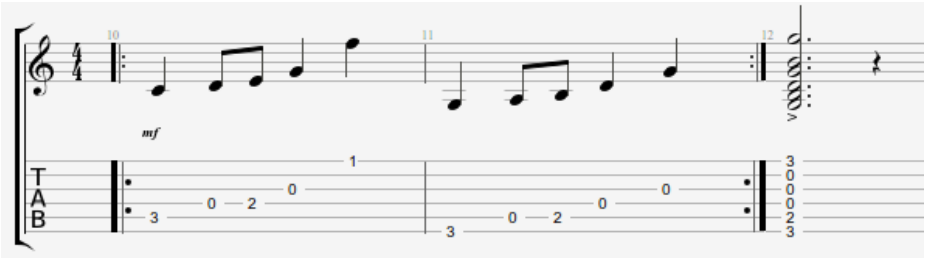
This symbol replaces an opening bar-line, and means that every bar that follows it will be played again a certain number of times, depending on the Repeat close sign (see below).

Repeat close

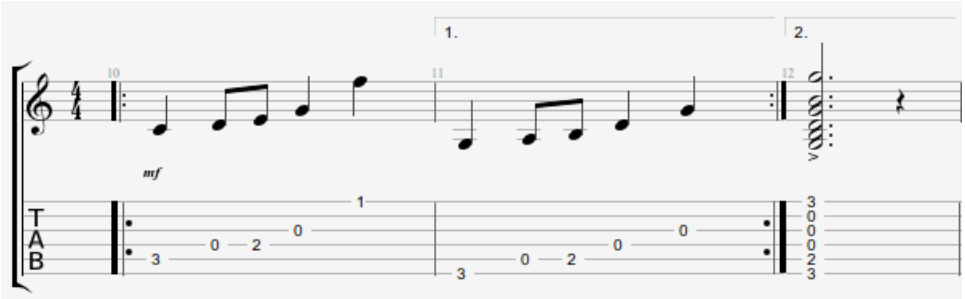
This symbol replaces a closing bar-line, and sends you back to the last Repeat open sign. A dialog window will open up for you to indicate the number of repeats you want.



The playing order for the bars here is as follows: 1 - 2 - 1 - 2 - 3.

Repetitions

This adds a repetition symbol at the beginning of the active bar. This tells you if the bar is meant to be played, depending on the number of times it has already been played. That symbol is used together with the repeat signs. For instance:



The playing order for the bars here is as follows: 1 - 2 - 1 - 3.

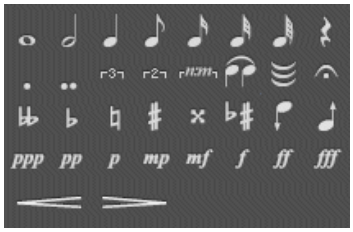
Directions

This function will add the Coda, Double Coda, Segno, Segno Segno and Fine symbols, as well as 11 other different types of coda jumps.

Octave clef

This little symbol means that you are to play the score an octave higher than what is actually written. If you click on that button the notes will be moved down one octave on the score, and a little ***8va*** will be added. The other symbol ***8vb*** means the opposite; and the two other buttons, ***15va*** and ***15vb*** extend it to two octaves.

2. Symbols related to the definition of a note



Note's duration

A note's duration can go from the whole note to the to the sixty-fourth note. This affects the beat on which the note is placed. If you wish to place on a same beat some notes that have different duration value, you can use the **multi-voice editing** mode.

You can also add dotted notes, double-dotted notes, and simple or poly-rhythmical n-tuplets.

Ties

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A tie links the note to the note preceding it. It lengthens the duration of that preceding note, therefore, by the duration of the tied note.

Multiple ties

You can also tie an entire beat to the beat preceding it.

Fermata

The fermata is also known as a **hold**, or a **pause**; and what it means is that you are to pause on that particular beat, at the discretion of the conductor. It is therefore a multi-track symbol. A window opens up to let you choose the symbol and the duration of the pause by adjusting the tempo.

Accidentals

Those buttons let you add any of the 5 different types of accidentals (sharp, double sharp, flat, double flat, and natural) to a given note.

Changing the accidental

This is to change the accidental without modifying the note's pitch.

Augmenting (or diminishing) by a half-tone

You can raise with this button a note or an entire multiple selection by a half-tone. The next button allows to similarly lower a selection by a half-tone. This is a useful tool to transpose an entire track, when used with **Edit > Select all**.

Nuances

The nuance (or note dynamic) defines the intensity with which a note is to be played.

The

buttons allow you to choose a dynamic for each note, from very faint

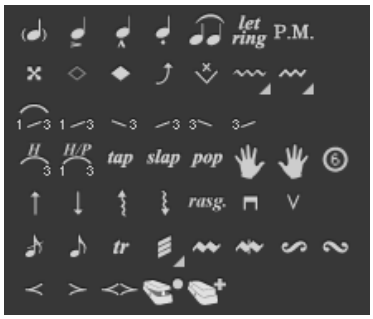
to very strong

. In order to get different dynamics on a same beat, please use different voices.

Crescendo/Decrescendo

This attributes to a beat or group of beats (via multiple selection) a progressive rise or fall of the volume.

3. Symbols corresponding to effects



Ghost note

A ghost note is a faint note. The dynamic of a ghost note is automatically decreased. The note is displayed between round brackets on the tablature.

Accented note

Contrary to a ghost note, an accented note is played loudly. The dynamic of an accented note is automatically increased.

Heavily accented notes

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A heavily accented note follows the same principle as an accented note, except in a more pronounced manner.

Staccato

A staccato indicates a very short note, independently of the note's duration on the score. The note is displayed with a dot below.

Legato

The legato applies to several notes. (One speaks of legato phrasing.) It means that as many notes as posssible are to be tied, so the way they are played is as fluid as possible.

Let Ring

The Let Ring option means that you let a note ring beyond its theoretical time value as indicated on the score. This is used a lot for arpeggios, for example.

The **Tools > Let Ring** allows to attribute a Let Ring to each string over a group of bars.

Dead note

A dead note is short and more faint than a normal one. These notes are used with the Guitar to give a particular rhythmic effect. To make notes be dead notes, you have to put the right hand palm (for a right-handed person) on the strings near the bridge, or else just put the left hand fingers (for a right-handed person) on the string without pressing it.

Natural harmonic

The natural harmonic consists of playing the string open while you lightly touch it with the left hand (for a right-handed person) above a fret. The left hand finger has to be taken off at the same time that the right hand plays it. 5th, 7th and 12th frets harmonics are very commonly used, while the others are quite difficult to obtain.

Artificial harmonic

Several types of harmonics are available:

A.H. - Artificial Harmonic: For the artificial harmonic, the left hand finger presses the string like a normal note. It is the forefinger of the right hand that lightly touches the string several frets higher. The right hand has to play the note too, so it may be difficult.

T.H. - Tapped Harmonic: The tapped harmonic is an artificial harmonic obtained by tapping quickly on the string several frets higher.

P.H. - Pinch Harmonic: The pinch harmonic is produced with a pick, and consists in playing the string by letting the thumb that holds the pick lightly touch the string. This harmonic is best obtained with a distortion effect.

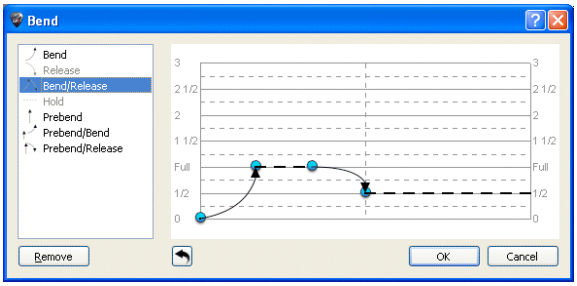
S.H. - Semi Harmonic: The semi harmonic is similar the pinch harmonic, except you keep the natural resonance of the string in addition to the harmonic.

You can obtain those in Guitar Pro in two different ways (see Stylesheet).

Bend

The bend effect consists of pushing the fretted string sideways with the left hand (for a right-handed person) to bend it, so the pitch of the note changes. The **Bend** window allows you to precisely set the type of the bend you want by adjusting its points. For sophisticated bends, you need to use ties in order to keep the score consistent in terms of audio playback.

The **Bend**, **Bend/Release**, ... buttons allow you to define the base type of the bend. This choice is also reflected by a different symbol on the tablature.



You can set the maximum level of the effect from a value of ¼ to 3. The term "Full" is equal to a whole tone. This also affects how it is displayed on tablature.

You can modify the curve by dragging its points with your cursor. Whenever two notes are tied, the bends extends to the entire duration. It is still possible to edit a bend on a tied note and place a hold on it, for instance, whose motif isn't there by default.

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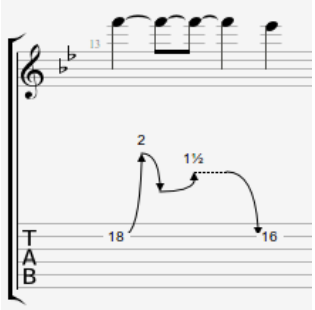
The Stylesheet allows you to display the bend in standard notation too.

Here's an example of what you can do:



Fade in (violin effect)

This consists in using the volume knob on an electric guitar to raise the sound and not hear the attack of the pick on the note.

It can also create the impression of a "reversed track."

Fade out

This consists in turning the sound progressively off with the guitar's volume knob.

Volume swell

This is a fade in leading directly into a fade out.

Grace-note before the beat

A Grace note is an ornamentation that consists in a very short note played before another one. In Guitar Pro, you can add a grace note for each string. However, it is not possible to set several grace notes on the same string. A grace note does not count for the bar duration and for the rhythm display.

Grace-note on the beat

Same as a grace-note before the beat, except here it starts right on the beat — thus slightly delaying the following beat.

Hammer-On/Pull-Off

The hammer-on (HO) / pull-off (PO) is a transition between two notes played on the same string. The first note is played normally while the second one is not played by the right hand (for a right-handed person).

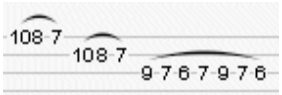
For a hammer-on, the second note is higher than the first one, and it is played by tapping the tip of your finger on the string, while keeping the finger corresponding to the first note on the fretboard.

In the case of a pull-off, the second note is lower than the first and is played by taking the finger off the first note.

Guitar Pro determines automatically which effect is being used, based on the notes' values.

You can use the Stylesheet to customize the way the H/P will appear or not on the score.

It is common enough for a series of hammer-ons and pull-offs to be linked together over two notes to play them legato:



Upper Mordent

An upper mordent is a melodic ornament in the form of a fast beat between the main (written) note and the higher note (relative to the key signature).

Lower Mordent

A lower mordent is a melodic ornament in the form of a fast beat between the main (written) note and the lower note (relative to the key signature).

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Turn

The turn (in Italian "gruppetto," "little group") is a melodic ornament in the form of a melodic line of four notes turning around the main note and revealing the two notes next to it — higher and lower. The turn starts with note that is immediately lower, then the main note, the higher note, and ends on the main note. Just as the mordent, the turn is relative to the tune's general harmony, as set by the key signature.

Inverted turn

The inverted turn starts with note that is immediately lower, then the main note, the higher note, and ends on the main note. Just as the mordent, the turn is relative to the tune's general harmony, as set by the key signature.

Left-Hand Tapping

This consists in hitting a fret with your left-hand finger with no previous attack on the note.

Slides

Sliding means playing a note by sliding your left-hand finger (if you're right-handed) over the frets. Guitar Pro supports various kinds of slides:

The first note is played, and then the finger slides to the second one, which is not played.

The first note is played, and then the finger slides to the second one, which is played.

The note is played while coming from a lower fret (undefined).

The note is played while coming from an upper fret (undefined).

The note is played, and then the finger slides to a lower fret (undefined).

The note is played, and then the finger slides to a upper fret (undefined).

Palm Mute

The palm mute effects consists in muffling the sound by lightly touching the strings near the bridge with the palm of your right hand (if you're right-handed person).

The palm mute effect is represented by the "PM" symbol above the tablature.

The level of the palm mute effect can be adjusted by way of the Palm mute slider on the Instrument panel.

Tremolo Bar

The tremolo bar is used on electric guitars to modify the pitch of all the notes (by rotating the bridge). The tremolo bar is operated with the right hand (for a right-handed person).

The way the Tremolo Bar window works is pretty much the same as the Bend window.

Trill

The trill effect consists of alternating quickly between two notes on the same string by a succession of hammer ons and pull offs. The *Trill* window allows you to choose the fret of the second note (the first one being indicated on the score), as well as the speed of the trill.

This notation lightens the score, because alternated notes are not displayed.

Tremolo Picking

The tremolo picking effect consists of playing the same note over and over very fast.

As for the trill, this effect is displayed with only a single note.

Left-Hand Vibrato

Left-Hand Vibrato consists in quickly moving the left-hand finger (for a right-handed person) on the string. The movement creates a variation in pitch.

The vibrato effect is represented by a little wave above the tablature, and lasts until the note ends.

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Wide Vibrato (Tremolo Bar)

The wide vibrato is stronger than the simple vibrato, and is obtained by using the vibrato bar. This effect is applied to the whole chord.

The wide vibrato is displayed as a big wave above the tablature and ends as soon as a new note is played.

Wah-Wah

The Wah-Wah is an effects pedal. Possible options are On/Off and Opened/Closed. The Wah-Wah will affect playback only if you're using the RSE and you have placed a Wah-Wah pedal in your effect chain. (See Sound settings).

Arpeggio

The arpeggio consists in playing every note in a chord one by one. The Arpeggio window lets you adjust the speed as well as the delay in playing. An Arpeggio Down goes from the lowest to the highest-pitched string. An Arpeggio Up goes from the highest to the lowest-pitched string.

Brush

Brushing the strings means strumming the strings in an energetic manner. This is much used for rhythmic guitar accompaniments.

In the Brush window you can adjust the speed as well as the delay. The duration of a brush needs to be shorter than the beat itself, so every note has time to ring out before other notes get played.

Rasgueado

This a much-used right-hand technique (if you're right-handed) in flamenco guitar. Guitar Pro offers 18 rasgueado motifs that are all interpreted by the audio engine. The score will indicate Rasgueado on the chords, as well as the chosen motif.

Left-Hand Fingering

Left-hand fingering (for a right-handed person) indicates which fingers press on the strings on the fretboard. "T" is for the thumb, "0" for the forefinger, "1" for the middle finger, and so on. This can be changed in the Stylesheet.

It is displayed before the note in standard notation, or under the tablature if there is no standard notation.

Right-Hand Fingering

Right-hand fingering (for a right-handed person) indicates which fingers pluck the strings. "P" is for the thumb, "i" for the forefinger, "m" for the middle finger, and so on. This can be changed in the Stylesheet.

It is displayed before the note in standard notation, or under the tablature if there is no standard notation.

Display string number on standard notation

For any given note, you can have the string number show on the staff.

Pickstroke

The pickstroke function lets you to set the direction for your pickstroke. A "v" means that the movement is upward, from the highest to the lowest-pitched string.

Tapping

The tapping effect consists in playing a note by tapping the corresponding fret with a finger of the right hand or of the left hand (often both). The string is not played as it usually is.

The "T" symbol is displayed above the tablature to indicate a tapping effect. In Guitar Pro, a tapping effect is set for the whole chord. This effect is interpreted by the Guitar Pro Audio engine.

Slap (bass)

The slapping effect consists in slapping the string with your right-hand thumb (for a right-handed person) while rotating your wrist to obtain a percussive sound. The slapping effect is often followed by a popping effect (see below). Slap-bass samples are part of the bass sound-banks for more realistic effect.

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Pop (bass)

The popping effect consists in popping one of the two highest strings with amplitude with the right hand forefinger (for a right-handed person). The popping effect is often preceded by a slapping effect (see above).

4. Symbols related to annotation and design

Chords [A]

See Chord Diagrams.

Slashes

This is to integrate slash notation into the tablature: it convert the selected notes into slashes while keeping all information about the notes. Very useful to capture rhythmic motifs with transition notes.

You can also ask for an entire slash track. (See Track Properties.)

Extended Barré

This is an indication above the staff to let you know if you need to maintain a full or a semi-barré on a fret for an extended chunk of the score. This is particularly used in classical guitar.

Timer

At any given point, this tells you the number of minutes and seconds (min:sec) that have elapsed since the beginning of the score.

Section

To add a section. See Adding sections.

Prevent/Force Line Break

This is to prevent the next bar from shifting to the next line, or forcing it to do so.

Stem Directions

The last 7 buttons

allow you to customize the directions in which the notes' stems will get drawn, and the way the beams will connect.

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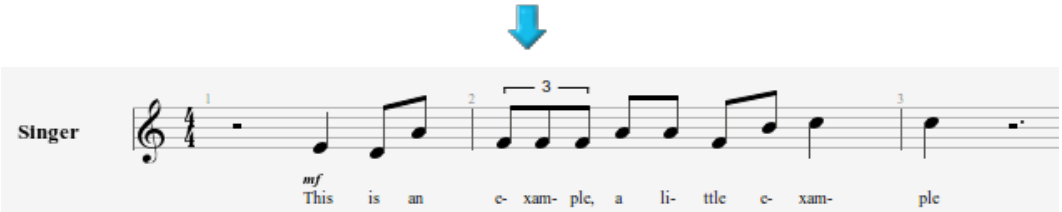
Adding Lyrics

You can add lyrics to the score with the Lyrics panel. Lyrics get automatically inserted into the chosen track.

This way you can edit your text easily (with cut/copy/paste, for instance), and organize it into sections (Verse, Chorus, and so on).



1. Choosing a Track

For the lyrics to appear on the score, you first need to select a track. The text will automatically get distributed over that track, following syntax (see Point 4 below).

As a general rule lyrics will be attributed to a vocal track, i.e. the track with the song's melodic line. You can Nonetheless choose to place them on an instrumental track; but you will then have to check the syntax, as it is unlikely that the melody's rhythmical beats correspond to the syllables in the lyrics.

Note also that you can choose to not attribute the lyrics to any track, and write them on the Lyrics panel only for information. In that case, you just need to uncheck the "**Display on Track**" option below the white box.

2. Lines

You can type up to 5 lines of text. The lines will be displayed one under the other on the selected track.

3. The First Bar

For each line, you can determine a first bar after which the lyrics will be distributed. This is to avoid having to type spaces in before the lyrics.

4. The lyrics

The capture area is to type in the lyrics properly speaking.

Guitar Pro automatically distributes each syllable over a different beat. The change of syllable occurs when a SPACE ( ) or a HYPHEN (-) appears. You may thus use the hyphens to separate syllables in a word. If you do not wish Guitar Pro to separate two words, however, you can replace the space in between them with PLUS (+) symbol.

If you wish to leave a blank on a given beat, just add several hyphens or consecutive spaces.

The line breaks are considered as spaces. On the other hand, several line breaks constitute only one space. You can thus make your text more open without problems.

Parts of a text set in between brackets ([]) will not appear on the score. You can thus utilize the brackets to add comments or indicate the headings of various parts ("INTRO," "VERSE," "CHORUS," ...).

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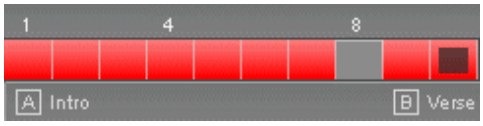
Adding Sections

Sections are markers to allow you to easily get to any part of the score. They can be set as letters and/or names (Intro, Chorus, Verse, etc.).

The markers are tied to the bars, and are therefore linked to the master track.



To add sections, you can:

- Click on the button in the **Edition panel**;
- Use the menu: **Sections > Insert/Remove**.

You can navigate between sections by use of the shortcut keys. (Cf. Shortcut Keys.)

Tip: You can also go directly to a given section via the **Edit > Go to...** menu.

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Cut, copy, paste

Cut / Copy on a Single Track

Since you are here cutting or copying from a single track (i.e., not in multiple selection), the function will not take the structures of the bars (signatures, etc.) into account. The function is multi-voice, however, and can work over several different tracks, even if the instruments are not compatible (e.g., guitar and piano), outside of percussion tracks.

This is useful, therefore, as a tool toward transposing a score.

If you wish to copy a great number of bars, it may be useful to use a multiple selection in the Global View in order to get a better overview of the copied bars.

Cut / Copy in multitrack Mode

This takes the structures of the bars into account, and will copy whole sections by extending the multiple selection to the bars included in them. Cutting implies taking the selected bars out of all of the tracks at once.

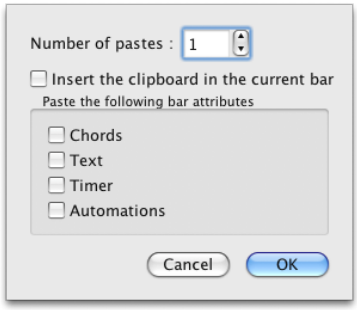
Simple Paste

This is to past the content of the Clipboard onto the current selection, or by default before the selection. In case the selection contains only one bar, other bars get added; or the current bar gets completed with the content of the Clipboard.

If you place your cursor on an empty bar, the paste function will first fill in the empty bars and then create other bars as needed.

Special Paste

This allows you to choose what you are going to paste and how many times so.



How can I insert or delete bars on a single track?

Considering the musical rigour of Guitar Pro 6, (see the Manage Bars section), inserting or deleting bars from one track only makes little sense, as a bar is meant to be present on every track at once.

If you really need to insert or delete a bar on a single track, you may use the Copy/Paste functions as follows:

E.g., Inserting a bar before bar 10 on the active track

1. Select the whole range of bars **from bar 10 to the end**;
2. Place your cursor on bar **11**, and **Paste**;
3. Empty the content of bar **10** (delete the notes).

Follow the same principle to insert several bars.

Tip: Guitar Pro allows you to Cut/Copy/Paste from one file onto another, as well as from a track onto another (outside of percussions). Guitar Pro will then transpose the notes and place the fingers. Si your copy from a pitched onto a percussion track, Guitar Pro will copy the rhythm and replace the notes with rests.

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Using Wizards

Guitar Pro includes many wizards to help you work faster when creating your scores. These wizards are available from the **Tools** menu.

Note-Related Wizards

Let Ring Options

Sets the Let Ring attribute for each string over a selected range of bars or notes.

Palm Mute Options

Sets the Palm Mute attribute for each string over a selected range of bars or notes.

Using the wizards can save you lots of time. For example, in one step, you can let Guitar Pro know that you want the Let Ring function turned on for all of the notes on the four highest strings:

Wizards for Organizing the Score

You can use these Wizards when you compose, after you have imported a track, or while you are capturing notes in standard, to get the best possible arrangement of the tablature.

Bar Arranger

Checks and arranges bars according to the notes' durations.

Complete/Reduce Bars with Rests

Adds rests in bars that are empty or too short, and deletes the extra rests in bars that are too long.

Automatic Finger Positioning

Places the notes on tablature without changing the tune, so as to simplify the chord positions and movements of the hand.

Move/Swap Voices

Reorganizes the voices over a multi-voice track.

Other Wizards

Transpose

Transposes the active track or all the tracks a given number of semitones up or down. This function does not transpose chord diagrams.

Check Bar Duration

Checks the whole score to detect bars that do not have the required number of beats.

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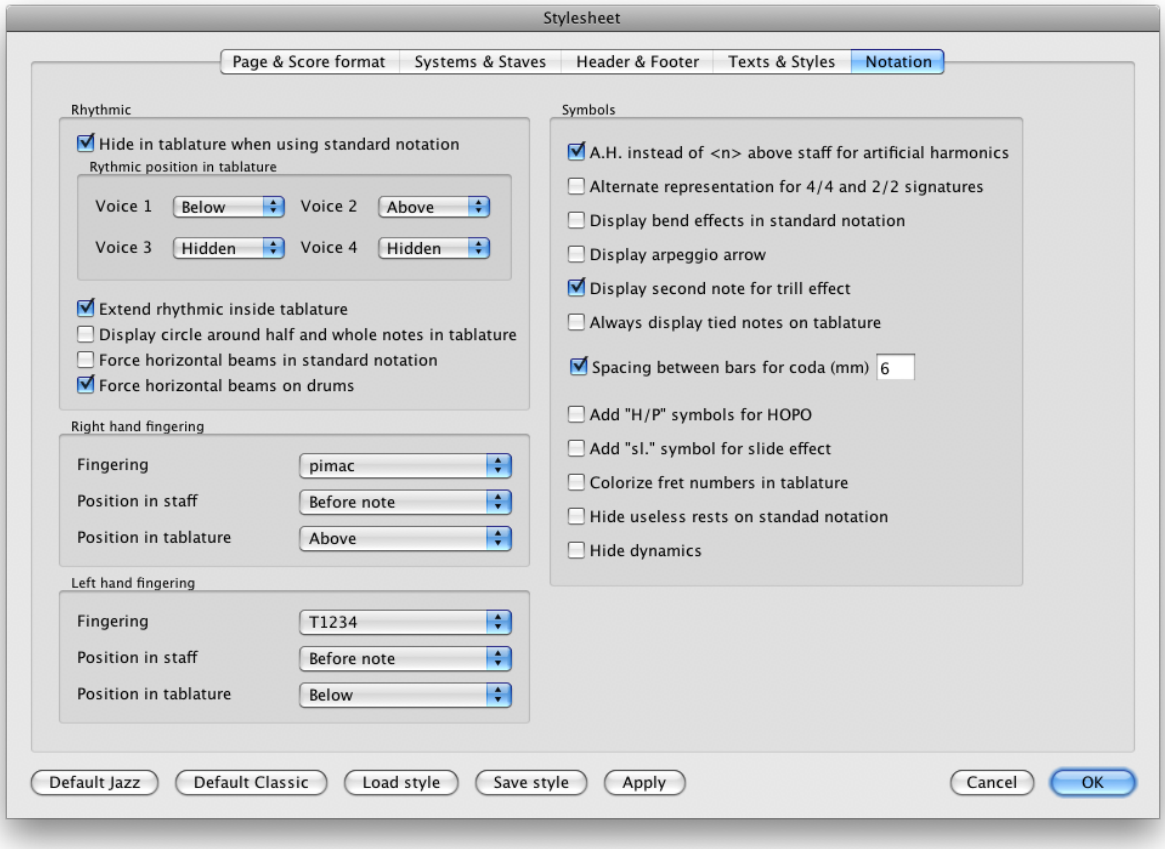
The Guitar Pro 6 Stylesheet



You can entirely customize the general outlook of your scores, and give it a professional finish.

The chosen **style** is related to the type of score you have, and if you download a score whose style you don't like you may always apply a default style (provided by the software) to it — such as **Default Jazz** or **Default Classic**; or else load up a style you will have saved beforehand.

The **Stylesheet** presents 5 tabs:

Page & Score Format

To customize the page settings and the global spacing of notes.

Systems & Staves

To customize the system layout and the symbols related to it (tuning, clefs, etc.).

Header & Footer

To change font family and font size, the placement of texts in relation to the properties of the score (author, title, etc.).

See Create a New Score.

Texts & Styles

To change the font family and sizes of the main texts in the score.

Notation

To customize the musical symbols so as to set up a score exactly as you'd like it to look: size of chord diagrams, visible or invisible H/P symbols, indications of fingering, and so on...

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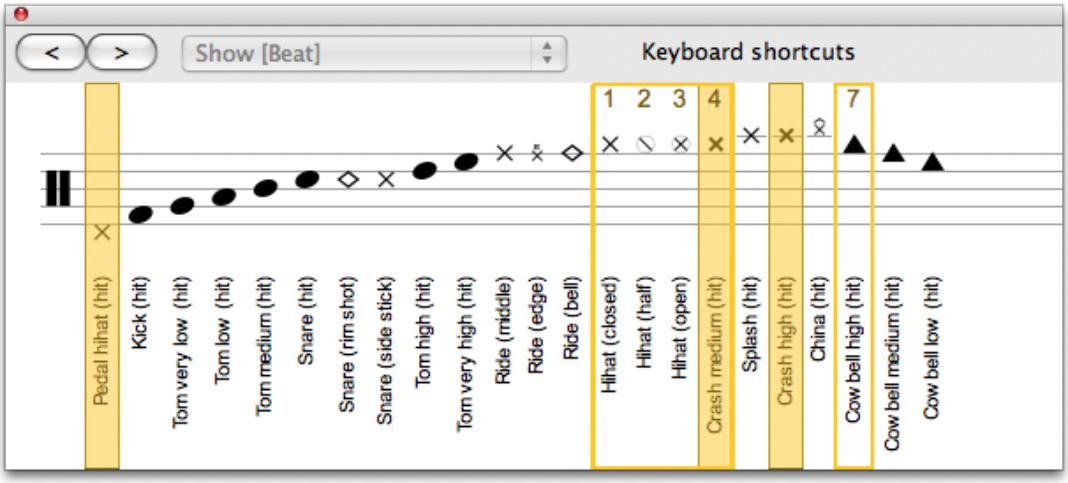
Drums and Percussions

You can use the Shortcuts to capture notes into a drums/percussion track. Each line can present several articulations (e.g., the charleston can be open, semi-open, or closed), and you can use the 1, 2, 3 keys from the numerical pad.

You can also use the **Instrument panel** (menu: **View > Instrument panel**):



You can choose which types of sticks you use with the drums, and the RSE will interpret the different types of strokes.

In MIDI mode, the percussion tracks are always attributed to **channel 10**.

Tip: The Cut/Copy/Paste functions behave slightly differently from the other types of tracks, as one can copy only from a drum track onto a percussion track (because of the various articulations).

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Working with a Score

Looking for Tablatures

Finding Guitar Pro files

Guitar Pro files are recognizable from their **.GP3** (versions 3.x), **.GP4** (versions 4.x), **.GP5** (versions 5.x), and **.GPX** (versions 6.x and later) extensions.

Version 6.x can open all of those Guitar Pro files, whichever version they were made with, from version 3 and higher.

To open a Guitar Pro file, use the menu **File > Open**. The list of recently opened files is available under **File > Open recent**.

Troubleshooting download on Windows®:

When you download a file using Microsoft Internet Explorer®, you will be asked if you want to open or save the file to your hard disk. A checkbox allows you to always execute the same action. If you choose to check the [Open] option, any Guitar Pro file you will download will be automatically opened in Guitar Pro, and you will have problems saving them to your hard disk (they will actually end up in your Windows® temporary directory). To solve this problem, follow this procedure:

1. In Windows® explorer, select the **Tools** > **Folder Options**.
2. Click on the **File Types** tab
3. Delete the .**GP3**, .**GP4**, **.GP5**, and **.GPX** extensions by selecting them and clicking on the **Delete** button.
4. Close this window by clicking the **OK** button.
5. Restart Guitar Pro. This will re-assign the extensions to Guitar Pro, and remove the default action in Microsoft Internet Explorer®.

You can now download files, and Microsoft Internet Explorer® will ask you if you want to open them or to save them to your hard disk.

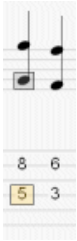
Navigating Around the Score

Moving around a score in Guitar Pro is extremely easy, and you have several ways to do so.

By Clicking on the Score

Clicking on the score moves the edition cursor to the pointed position.

You can even move in the score during the playback to restart from the pointed position without stopping the playback.

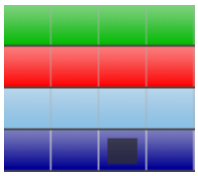


Using the Soundboard

Click on track's name in the Soundboard. The edition cursor gets placed on the first beat of the current bar in that track, or on the beat being played at the time.

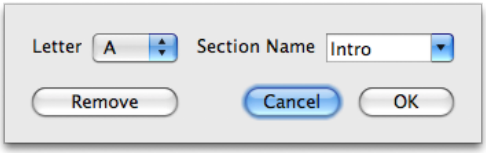
Using the Global View

To view a specific bar in a specific track, just click on the corresponding box in the Global View.



Using markers

The Markers represent a useful means to move between different sections of the score. Use the **Section** menu, or the keyboard shortcuts.



Using the Keyboard

The many Shortcuts allow you to easily navigate around your score — from note to note, bar to bar, or track to track.

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Display Settings

To make the most of Guitar Pro, it is important to set your display options carefully.

In **Screen** modes (**View** > **Vertical Screen** and **View** > **Horizontal Screen** menus), Guitar Pro uses the whole working area by resizing the bars and by automatically selecting how much bars should be shown per staff (in vertical display mode). This approach allows you to work on an score in an optimized way, without having to think about bar organization, which is important only for printing the score

Screen Layout

The Soundboard can be resized or hidden altogether. In that case, you'll be using the various menus or the Keyboard to change tracks.

Display Parameters for Every File

The various **View** menus (**Page (1 by column)** or **(2 by column)**, **Parchment**, **Vertical Screen** and **Horizontal Screen**) set the way in which the score appears.

If you want to work directly on the paper view, use **Page** or **Parchment** mode.

The **Parchment** mode removes the page breaks. With **Vertical Screen** Mode, the bar organization is done automatically. The **Horizontal Screen Mode** is useful in multitrack view.

The button located in the top right-hand corner sets your display on **Full-Screen** mode, and thus reduces the Global View and the menus.

In **Track > Properties** you get to chosse which types of staff you want to be visible (tablature, standard, or slash).

Display Options for each File

Use the **View > Multitrack** menu to activate or deactivate the multitrack mode.

Whenever the multitrack view is activated, the icons in the Global View let you choose to have only one track visible, or all of them, or a selection only. Note that the active track will remain visible. The tuning and chord diagrams are shown only for the tracks that have the icons activated.

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Sound Settings

Guitar Pro proposes two different technologies useable simultaneously to play the score: **MIDI** and the **RSE**.

The RSE Sound

The RSE [Realistic Sound Engine] is a unique technology. It relies on sound samples made from genuine guitars, basses, drums, and about a hundred other instruments recorded in professional studios. The RSE allows for some extremely realistic playback of scores.

You can activate the RSE via the **Sound > RSE** menu.

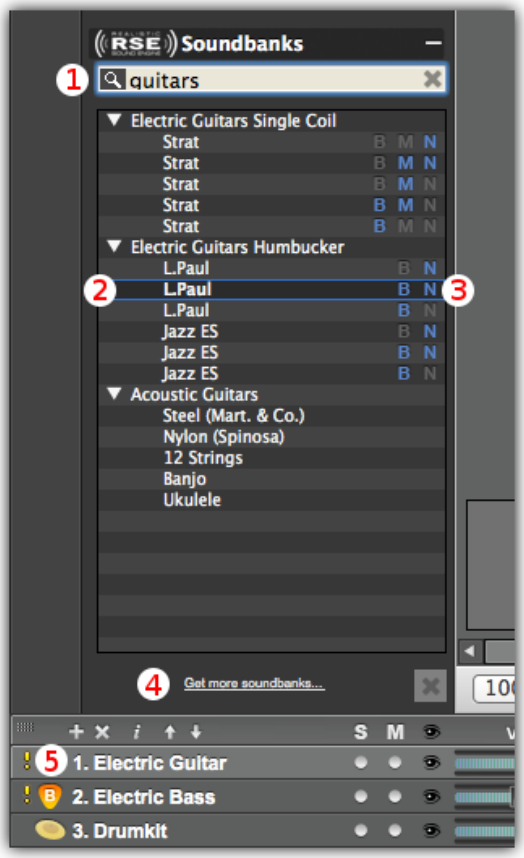
Choose a soundbank in the Instrument panel Instrument panel, and tune your effects for each track in the Audio panel. In the Mastering panel, you can adjust the sound for the master track.

The effects have been created by:
Overloud (www.overloud.com)
Guitar Amp, Effect and Stompbox modelisations.

The samples have been realised by:
Chocolate Audio (www.chocolateaudio.com)
The Ultimate source for samples.

Choose the soundbank:

1. The **search field** allows you to **filter** and **select** the soundbanks based on their names. Whichever soundbanks is already activated remains visible on the score.
2. The selected soundbank is highlighted in blue. The soundbanks have been grouped by **types of instrument** to make them easier to use.
3. You may set the pickup selector (in blue if active) for the selected instrument, whenever possible :
   1. **Neck** position
   2. **Middle** position
   3. **Bridge** position
   4. **Intermediate** positions
4. **"Get more soundbanks..."** Visit the Guitar Pro website http://www.guitar-pro.com/en/index.php?pg=soundbanks and discover the whole collection of sounds available for the program.
5. An **exclamation mark** (in the **global view**) warns you if the soundbank is not available. In case that bank isn't installed yet, a **substitute soundbank** will automatically be used.



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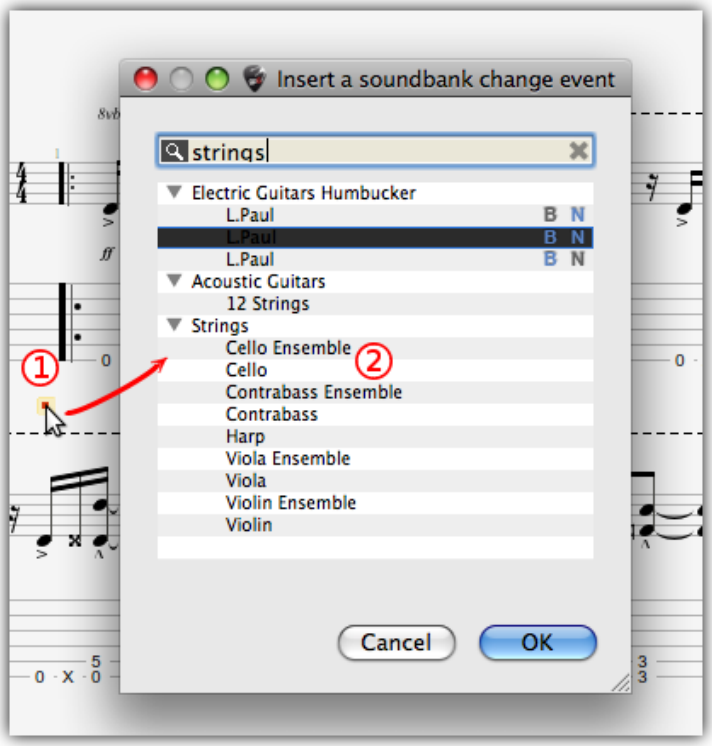
You can now change the soundbank on a track via the menu *Edit > Insert a soundbank change*

This window opens up for you to insert a soundbank change exactly on the current beat, by selecting a soundbank from the list (2). That change will be indicated on the score with a red square (1). You can modify the soundbank with a double-click on that square.

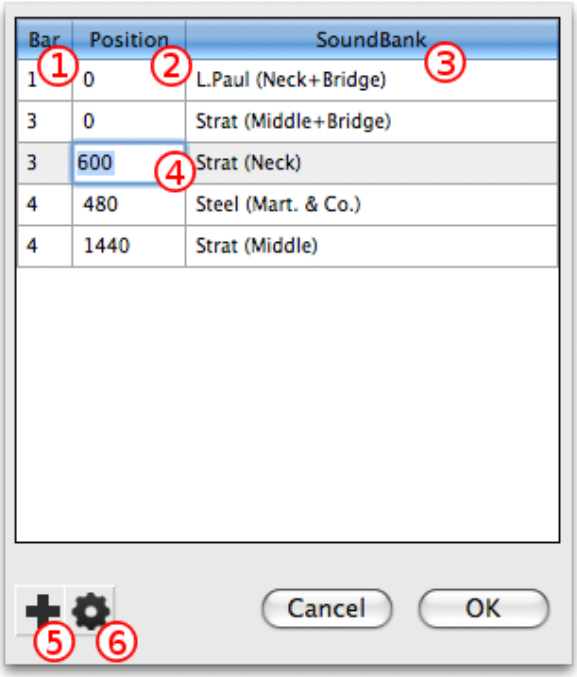


To manage all of your soundbank changes, use the menu *Edit > Soundbank changes...*

This window allows you to manage all of the soundbank-change events on the active track.

Everything can be edited there:

1. The **Bar** column tells you which measure is concerned with a soundbank change.
2. The **Position** column corresponds to the time-value expressed in **Ticks** (relative to tempo). The value corresponding to a 4/4 quarter note is 480 ticks.
3. The **SoundBank** column gives the name of the soundbank used (the position of the pickup-selector is indicated).
4. Just double-click on the field to edit it (here as an example, the time-value for the selected bar).
5. The « **plus** » button allows you to change soundbanks exactly where you have placed your cursor on the score.
6. The "**cogwheel**" symbol allows you to delete one or all of the selected items (except for the first item, which cannot be deleted).



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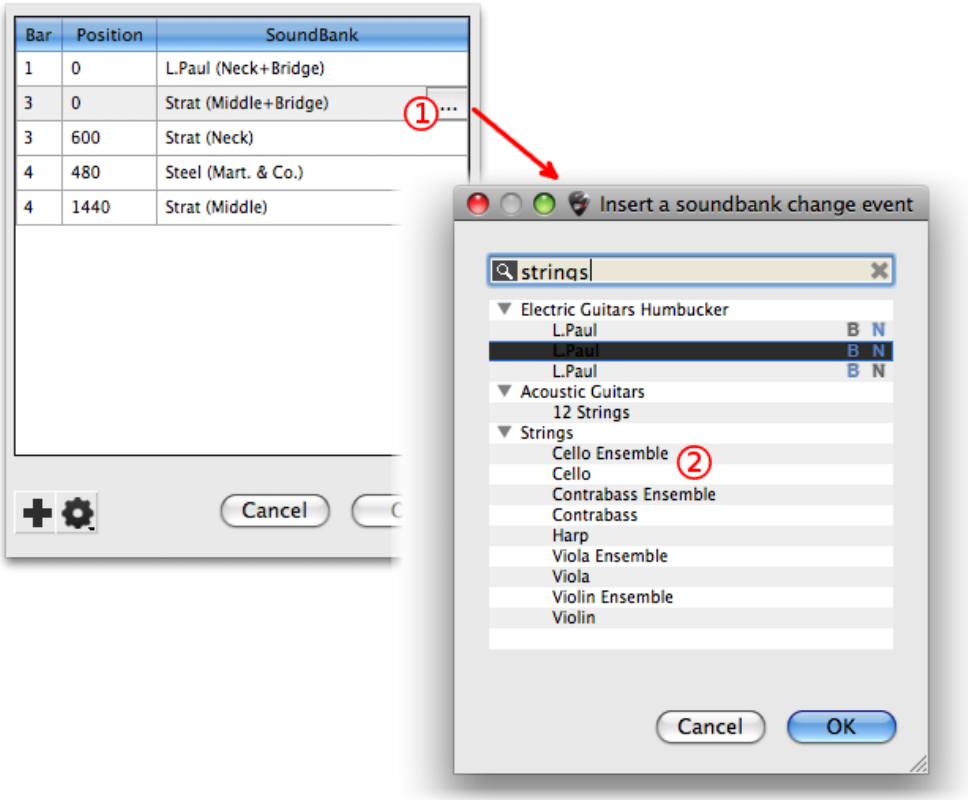
An editing test case: I wish to change the Strat guitar (MB pickup) to another soundbank on bar three, first beat. I will double-click on the button to the right of the instrument's line (1), and will directly access the window "*Insert a soundbank-change event*". The search field allows me to quickly find the soundbank I need. I can then replace the Strat guitar with a stringed instrument (2).



The Audio panel

With the Audio panel you will be able to load up and save, or set and customize your effect chains. It can contain up to 5 effects, and you can save up to 4 variations per track. What this means is that you have the possibility of setting up 4 different chains for any given track, and you can switch from one to another just as you would on a multi-effect rack (**Edit > Variations** menu). (See below, for instance, how this particular variation has been renamed "Crunch.")

Click on the empty boxes to add some effects, on the < and > arrows to move the pedal within the effect chain, on the little crosses to delete any effects, and on the swith button (below the pedal's name) to bypass the effect.

Tip: If you add a Wah-Wah pedal to your effect chain, it can be used as a fixed filter or to obtain the genuine Wah-Wah effect by adding its Open(o)/Close(+) positions to the score with the and

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buttons. If you wish to start the Wah-Wah effect at any precise point, you can set up two variations with one including a bypassed Wah-Wah and one with an active one.

Midi Sound

Definition : MIDI – Musical Instrument Digital Interface. This is a protocol, a universal language to transmit digital musical information between computers, synthesizers, sequencers, etc. MIDI files include messages that can precisely describe a score: notes, rhythm, tempo, instrument, etc.

The quality of the sound you produce will depend on your equipment (soundcard, actual or virtual synthesizer) – and not on Guitar Pro as such, as the program will merely send information about pitch and duration to your equipment for it to transform that information into sound.

Similarly, the list of the instruments available in Guitar Pro is defined by the general MIDI norms, and is not extensible unless you use some specific equipment.

Troubleshooting sound: Depending on your soundcard, you may hear some "crackling" sounds during playback. If so simply change the Hardware Acceleration property.

With Windows® XP, right-click on your desktop, then click on Properties, select the Settings tab, click on Advanced, select the Troubleshoot tab, and turn Hardware acceleration to None.

With Windows® Vista/7, go to Start menu/Control Panel/Appearance and Personalization/Adjust screen resolution, click on the "Advanced settings" button, select the Troubleshoot tab, click on the "Change settings" button, and then move the Hardware Acceleration slider to None.

Audio Settings

Once you have set up your soundcard(s) in the Audio settings (**Sound > Audio settings** menu), this reflects into the Instrument panel and can be modified there only if you're in MIDI mode (**Sound > RSE menu [F2]**).

MIDI Output

Guitar Pro can use up to 4 simultaneous MIDI ports. You can assign a different MIDI device to each of those ports.

It is recommended to choose the best MIDI device for port 1, as this is set as the default one when a new track is created in Guitar Pro.

MIDI Capture

You can capture notes via a MIDI instrument. (See Capturing Notes.)

Ports and Channels

In the Instrument panel you can choose which port and which channel(s) to use for each track.

By default Guitar Pro assigns 2 channels to every track in order to better the effects playback (the effects get played on a separate channel so as not to affect the notes that bear no effect).

If two tracks are using the same channels on the same port (roll down the list to get the tracks' numbers), their audio properties (instrument, volume, pan) will be tied. It is therefore advisable to use only one channel per track if your score contains a great number of tracks.

By convention, the percussions tracks are always assigned to channel 10 (a MIDI norm).

You may choose to activate the "**force 11-16**" option to make Guitar Pro use one MIDI channel for each string for a given track (which is useful if you have several different bends on a same beat).

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Score Playback

Guitar Pro has been designed to facilitate the learning of a score. Many playback options are available.

Launching Playback

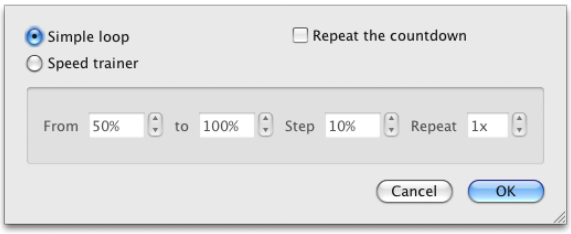
To start playing a score, you can use the options under the Sound menu, the space-bar, or the Sound toolbar:

If you only wish to play part of a score, you just need to select it first with the mouse.

Tip: You can also use the keyboard shortcuts [Alt+Tab] and [Alt+Tab] to move from marker to marker during playback.

Playing in loops, and/or faster and faster

Use the **Sound > Play in loops / Speed trainer [F9]** to repeat a selection from the score:



To play in a loop a specific section of the score, you must first select it using the mouse.

The **Simple Loop** option plays the score without modifying the tempo. The **Speed Trainer** increases the tempo for each loop depending on the initial tempo, final tempo and increase tempo values. The **Repeat** option will let you set the number of times you want to repeat before the tempo gets increased.

Tempo

The **Sound > Tempo** menu defines the initial tempo of the score. You can program tempo change in the middle of the score.

During playback, the current tempo appears in the Status Bar and the Playback Bar.

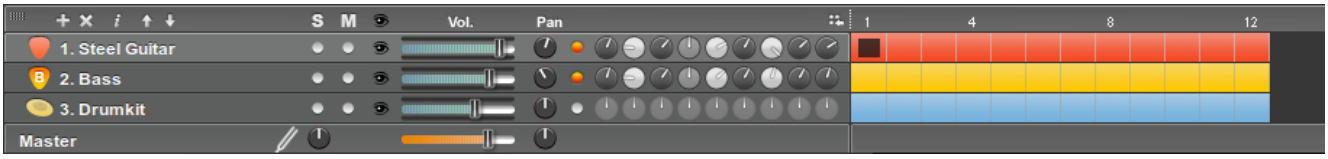
The **Relative Tempo** button, to the right of the tempo, lets to assign a coefficient to the current tempo to speed up ro slow down playback without modifying the file. The coefficient varies from x0.25 (4 times slower) to x2 (twice faster). To deactivate that function, set the value back to 1.00.

Metronome and countdown

The **Sound > Metronome** enables the metronome during playback. In **Guitar Pro > Preferences** you can adjust the metronome. It can also be used on its own.

The **Sound > Countdown** menu will have Guitar Pro play an empty bar before starting the score. That way you can get set to play by hearing the tempo first. If you wish to have the countdown repeated before every new loop (if the loop option is enabled), simply check the **Repeat the countdown** option.

The Soundboard



The Soundboard allows you to set the track's audio parameters such instrument, volume, panoramic, ... These parameters correspond to the initial settings of the score, but you can add changes to the parameters in places.

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Furthermore, whenever a track contains no volume automations, you can actually adjust the volume during playback. (In the picture above, for instance, you cannot adjust the volume for track 2 during playback, as the blue frame around the volume cursor together with the 'A' next to it mean that the track has already been configured with automations. You would therefore need first to take out the volume automations [F10] before you can adjust volume on that particular track.)

The equalizer can also be adjusted during playback.

You may start playback, click on a track's instrument, and select from the available instruments one by one to hear which sound better.

The Soundboard includes a **[S]** for **Solo** case and a **[M]** for **Mute** for you to play one or several tracks without the others, or to mute one or several tracks. If you only want to listen to one or two tracks, it is faster to use the Solo option. However, if you want to mute one or two tracks (in order to play them yourself), it is faster to use the Mute option.

You can hide the equalizer's knobs by clicking on the icon.

Click on to add a track.

Click on to delete a track.

Click on to open the Track Properties window.

Click on to move tracks up or down.

Tip: Mute tracks will not be exported into WAV.

Tip: It is possible to change the tone for all of the melodic tracks with the "global detune" button (to be found on the Master track).

Smooth Scrolling

This function lets you read the score without any sudden jumps between pages. (The score smoothly scrolls down at every page change.)

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Printing

Printing a Score

Go down File > Print to get a printout of your score.

Use the Stylesheet (File > Stylesheet) to customize fonts, page setup, margins, and all other page settings.

Importing Scores

MIDI Import

Definition : MIDI – Musical Instrument Digital Interface. This is a protocol, a universal language used to transmit digital musical information between computers, synthesizers, sequencers, etc. MIDI files include messages that can precisely describe a score: notes, rhythm, tempo, instrument, etc.

MIDI files include messages that can accurately describe a score: notes, rhythms, tempo, instruments, etc. The audio quality of a MIDI file thus depends on what soundcard your computer is equipped with.

Go down **File** > **Import** > **MIDI** to import MIDI files into Guitar Pro. Guitar Pro supports MIDI 0 and 1 formats.

ASCII Import

Definition: The ASCII format is a textual representation of tablature, in which the lines are represented by dashes. This format, though not very attractive, is the only one that allows you to share tablature without specific software. It is commonly used on the Internet. In general, the file extension is .txt or .tab.

Guitar Pro is able to analyze the ASCII text files to extract the musical information. It is possible to get a Guitar Pro score you can play, modify, or print from a symbolic score.

Guitar Pro imports notes, rhythm, effects and bar changes. The import is done on the active track. So it is possible to successively import several files corresponding to the different instruments.

The imported file can contain comments or misc. text, Guitar Pro is able to extract the tablature whatever the content of the file is. The only rules to respect for the import to work are:

Lines have to be represented by series of hyphens: « - ».

Bar changes have to be indicated by a vertical bar on each of the strings: « | ».

No empty line has can be present between two strings of a same line of tablature.

Comments inside the tablature lines are prohibited.

Once an ASCII import is complete, it is often necessary to review the rhythm, so the bars be complete. The Check Bar Duration tool can come in handy in that case. If the score is played and the bars are not complete, the rhythm will be false, and the notes beyond the bar duration will not be played.

MusicXML Import

The **File** > **Import** > **MusicXML** menu allows you to import standard and compressed MusicXML files into Guitar Pro.

Created by Recordare®, MusicXML is a XML description of a music score. This is a universal exchange format that is now available in most music softwares programs.

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PowerTab Import

The **File** > **Import** > **PowerTab** menu allows you to import from PowerTab® format.
PowerTab® is an excellent tablature editor, similar to Guitar Pro but with a different approch. It is available at http://power-tab.net.

TablEdit Import

The **File** > **Import** > **TablEdit** menu allows you to import from TablEdit® format.
TablEdit® is an excellent tablature editor, similar to Guitar Pro but with a different approch. It is available at http://www.tabledit.com.

Exporting Scores

MIDI Export

Definition: MIDI - Musical Instrument Digital Interface. It is a protocol, a universal language, allowing the communication of musical information between computers, synthesizers, sequencers, ... MIDI files consist of messages describing the score very precisely: notes, rhythm, instruments, ... The quality of the sound depends on your sound-card.

The **File** > **Export** > **MIDI** menu exports the score into a MIDI (format 1) file (.mid)

To choose *not* to export a track, just mute it on the Soundboard.

Tip: Guitar Pro allows you to use 2 channels for a single track to enhance the sound restitution. Some software does not support this functionality. So if you have a problem opening Guitar Pro exported MIDI files, use a single channel per track.

ASCII Export

Definition: The ASCII format is a textual representation of tablature, in which the lines are represented by dashes. This format, though not very attractive, is the only one that allows you to share tablature without specific software. It is commonly used on the Internet. In general, the file extension is .txt or .tab.

The **File** > **Export** > **ASCII Tab** menu lets you export the active track into ASCII format.

MusicXML Export

The **File** > **Export** > **MusicXML** menu lets you export the score into MusicXML format.

Created by Recordare®, MusicXML is a XML description of a musical score.
This universal exchange format is now available in most music software.

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WAV Export

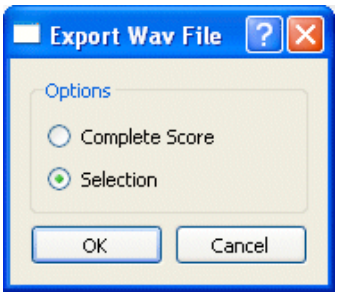
Use the **File** > **Export** > **WAV** to save an audio copy of your score, so you can listen to it by use of any regular audio player.

You can also burn that audio file onto a CD (using for instance a burning software such as Nero® or EasyCD Creator®).

You can also convert it into **mp3** via the appropriate software. (E.g., if you play the file with iTunes®: Advanced > Create mp3 menu.)

To export into WAV you need to be using the RSE sound-banks. MIDI tracks will not be exported.

If you wish to export only part of your score, do a multiple selection of the corresponding bars in your score, and use **Export > WAV**.



PNG Export

The **File** > **Export** > **PNG** allows you to save the score in the form of a picture file. This function is handy if you plan to publish your creations on a web page, for example.

The image you get from the export is exactly the same as the image you see in the Guitar Pro editor.

The **Export** button saves the image.

Tip: The size of the image is affected by the zoom value. You can therefore obtain images of various sizes depending of what you want to use them for.

Tip: The PNG format is adapted to computer screens. If you wish to insert your score into a document for print, we recommend you use PDF.

Warning: PNG Export is really only useful in Page mode.

PDF Export

The **File** > **Export** > **PDF** menu allows you to export the entire score into the Adobe® PDF® format, readable and printable by anybody who uses the free Adobe® Reader® software, or any other PDF reader.

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Using mySongBook

- Which version of Guitar Pro allows you to have access to the portal mySongBook ?

You are using Guitar Pro:

Version **6.1** (and higher) of Guitar Pro 6 gives you access to the portal. To update your software or see if you already have version 6.1 installed, please read our dedicated tutorial.

You are not using Guitar Pro:

mySongBook Player gives you free access to the sheet music portal. Discover the player by downloading it directly off of our Product page. Do make sure that your computer meets the system requirements for the player to run.

- What about navigation around mySongBook?

Search engine: find any music score by typing in the name of the artist or the song's title you are looking for.

Special tags to refine your search: you can focus your search for scores on specific musical styles, playing levels, or playing techniques.

Available links on the homepage: in each category (score, artist, or songbook), you get to view the most downloaded scores, the latest additions to the portal, and an alphabetical classification.

- How to register?

Sign into the **mySongBook** portal, and click on the tab **"Create an account"**. Fill in the required information and agree to our **terms and conditions of sale**. You will then be e-mailed the confirmation for your registration, with a 4-digit code. You will need to provide that code after you have validated your personal information in order to confirm the registration of your account.

- How to buy a score?

You have not created a mySongBook account yet:

Click on the score you wish to purchase and select **"Buy"**. A window will open, for you to click on **"Create an account"**. Fill in the information required, including your bank card details. Once your purchase is validated, you will find it in the **"My purchases"** area. You will be e-mailed a confirmation of purchase when we debit your payment, within 1 to 7 days.

You already have a mySongBook account:

Sign into your **mySongBook** account with your e-mail address and password. Then click on the score you wish to purchase and select **"Buy"**. Your purchase is validated, and you can find your music score in **"My purchases"**. You will be e-mailed a confirmation of purchase when we debit your payment, within 1 to 7 days.

- Where do I find the music scores I have bought?

All of the scores bought by the user remain available in the **"My scores"** area of **mySongBook**. You can browse them easily, thanks to the various display options and the integrated search engine. Access to your scores is immediate and unlimited in time.

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Your music scores are available via your Guitar Pro software. We are working on designing new tools to make your sheet music library available via your web navigator or your mobile phone.

Due to issues pertaining to copyright protection, the scores bought by users cannot be saved on their personal computers.

- I have lost my password, how can I retrieve it?

In case you have lost or forgotten your password, you can find the option **"I have forgotten my password"** on the **"Sign in"** thumb index. You will be e-mailed a temporary password, at the address you gave when you signed up. Do change it as soon as you can.

In case the e-mail address you used to create your license is no longer active, do contact us directly on the Guitar Pro customer support area, with a brief explanation of your problem.

- Can I suggest a new piece for the mySongBook portal?

An area dedicated to suggestions will be created soon. For the moment, you can suggest your **title/artist** on our community-powered area GetSatisfaction.

- Your question has not been answered?

Please do consult our Frequently Asked Questions or send us your message directly via the support section.

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Tools for Guitarists

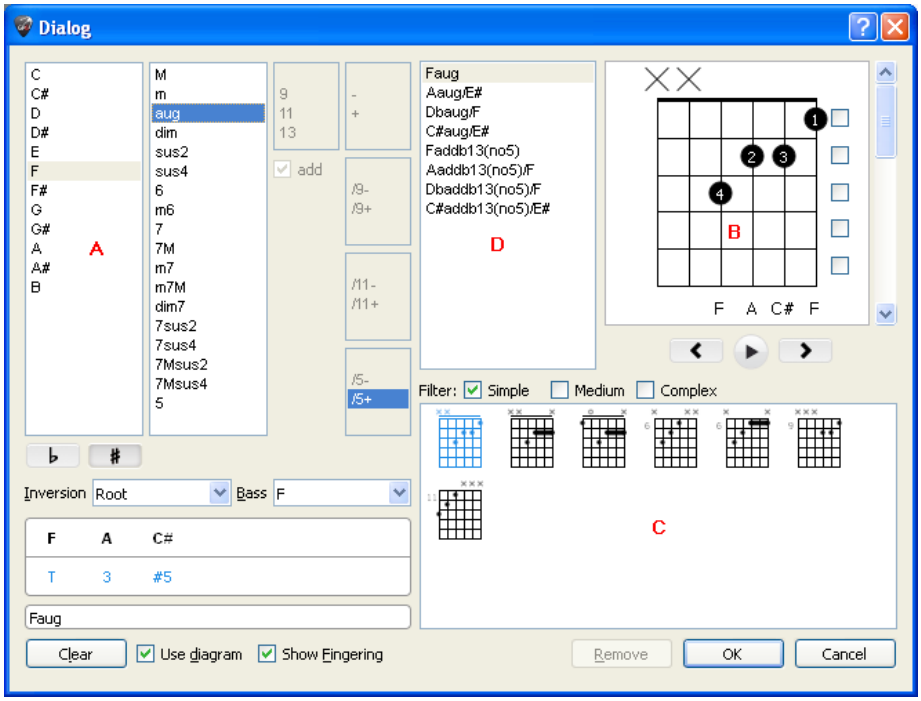
Chord Diagram Generator

The **Chord Diagram Generator** not only allows you to make your tablature richer, it constitutes in and of itself **a genuine reference tool for guitarists**, even independently of tablature

To open the chord diagram tool, use the **Note** > **Chord** [A] menu.

Just like every tool in Guitar Pro, the Chord Diagram Generator automatically adjusts to the tuning chosen for the active track. You may therefore generate chord diagrams even for exotic tuning modes — such as cannot usually be found in chord charts.

The chord diagram tool is composed of several areas:



Each part of the window is closely tied to the others, and it is important to understand the way the tool works to get the best out of it.

A - Chord building

Part (A) allows to construct the chord by its name. Thousands of combinations are possible.

When you click on one of the lists in (A), Guitar Pro displays in (B) the hand position for the chord you have defined, a list of other equivalent diagrams in (C), and other possible names in (D). The first chord from every list is selected by default.

You can define a chord inversion (i.e., in which the Bass note differs from the root), or simply specify which note you want for the Bass (on the lowest string).

B - The Main Diagram

Part (B) shows you the main diagram — i.e., the one that will appear on the score — as well as its fingering pattern, its theoretical construction, and its name. The fingers' numbers are written inside the diagram (1 for the index finger, 2 for the middle finger, and so on).

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You can build a diagram by directly clicking on the frets symbolized in it:

- click on a fret to add or take out a note;
- use the scroll bar to get to a different base fret;
- check or uncheck the boxes to the right to force or to prevent a barre;
- click on the intervals' number (1, 3, ...) in the bottom left area, to take out some notes from the chord;
- You may change the name suggested by Guitar Pro. It will be displayed on the tablature. To prevent Guitar Pro from renaming the chord, type an apostrophe in before the beginning of the name.

Important: When you click on the main diagram, the (A) area switches to "**Custom**" mode, and the name of the chord is erased so that you can enter one. It is then advised that you choose the name in the list of **Alternative Names**. Guitar Pro will then be able to automatically name the chord and to define its construction in (A). It will allow you to view the other positions possible in (C) for the chord you constructed.

A circle ('O') above the chord diagram represents a string played open; an 'X' represents a string not played.

C - The Diagram List

The (C) are display the list of all possible diagrams for the chord built in (A).

You can filter the list to display more or less diagrams depending on their complexity by checking the **Simple**, **Medium**, or **Complex** mode in (C).

Click on one of these diagrams for it to become the main diagram in (B). You may also scroll between the diagrams by using the horizontal scrollbar below the main diagram.

To listen to the selected diagram, press the "play" button below the main diagram in (B).

D - Various Chord Names

(D) lists **alternative names** for the main diagram. Click on any of those names for Guitar Pro to reconstruct it in (A) and update the list of possible diagrams in (C).

Miscellaneous

Check **Use diagram** to make the diagram visible on the tablature. If you choose to leave the box unchecked, only the name will appear on the tablature.

Check **Show Fingering** for the fingers' numbers to appear under the diagram, on the score.

Click on the **Clear** button to delete the chord on a selected beat.

Tip: When you open the Chord Diagram Generator, the notes of the active beat are automatically placed on the main diagram if no other diagram has been defined for this beat.

Tip: When you validate the chord diagram tool, the notes from the main diagram are automatically added to the tablature if no other note was written on that beat.

Tip: You can change chord sizes and placement options in the Stylesheet.

In short, the chord diagram tool can be used for many things:

- Adding diagrams to your tablature.
- Learning the different positions possible on the fretboard for a given chord.
- Knowing the name of a chord you found on your instrument, and learning other possible positions or fingerings for that chord.
- Retrieve the positions of the standard chords with exotic tunings of your instrument.

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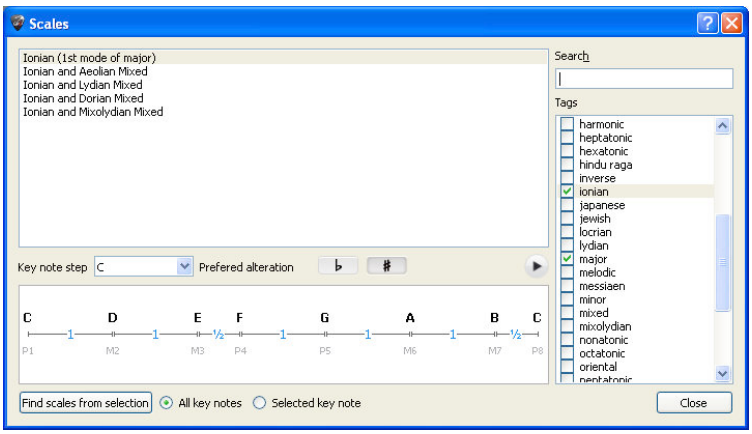
Scale Engine

The **Scale Engine** allows you to view and listen to a great number of scales in any tonality. It can also retrieve the scale used in a score.

To activate the Scale Engine, use the **Tools > Scales** menu. You will also find a **Scale** button in the top right-hand corner of the Guitar Fretboard or of the Keyboard.

The display modes on the Guitar Fretboard and on the Keyboard are automatically positioned on **Show [Beat + Scales]**.



Guitar Pro proposes over 1000 different scales. To find a scale, you may either check some **Tags** to filter your search, or use the search engine based on a key word. The scale will appear in the chosen tone.

Guitar Pro displays the notes on the scale. To listen to them, click on the "play" button.

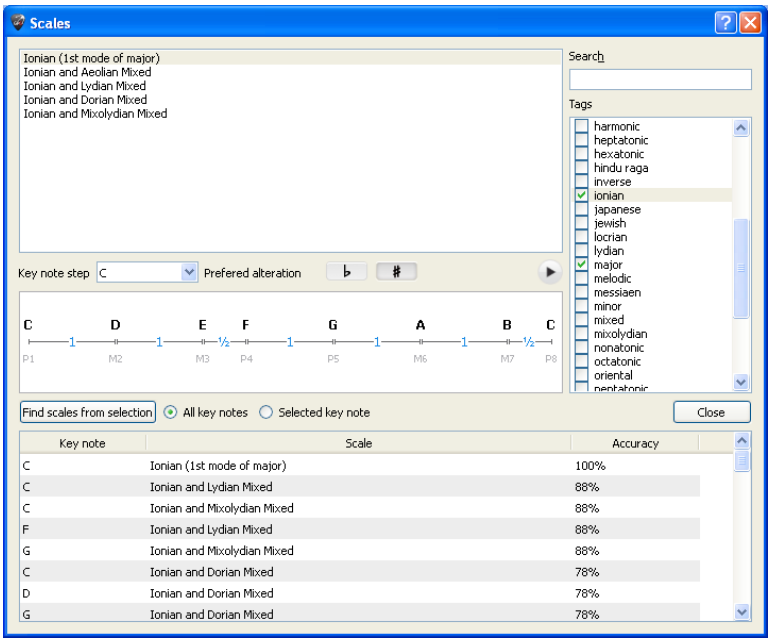
Guitar Pro also shows the way the scale is constructed, with an indication of intervals and semi-tones between notes.

Just like all of the other Guitar Pro tools, the way the notes are displayed on the fretboard is related to the tuning chosen for the active track.

Analyzing the Scale used in the Score

Select part of your score, and click on **Find scales from selection**:

Guitar Pro shows you a list of possible tones and scales, and indicates percentage statistics of their occurrences, in descending order.



Tip: If the scale search gives bad results, it may be because the score includes a change of tones. In that case, you need to find that change by ear, and limit your scale analysis to a range of bars with no tonal change.

Tip: Guitar Pro does not allow you to directly place a scale from the scale tool on the tablature. However, by displaying the scale on the fretboard, it is then easy to click on it to place the notes on the tablature. You can also right-click to make the cursor move to the right after adding a note.

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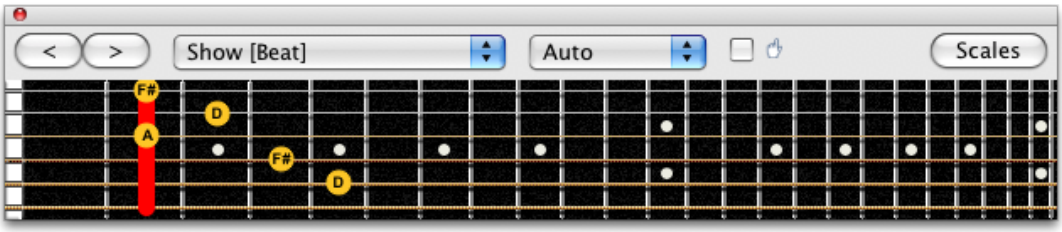
Virtual Fretboard

The fretboard offers many features. It can be used to view the notes of the score, to enter them, or to visualize the scales.

To activate the fretboard, use the **View > Fretboard** menu.

The fretboard automatically adjusts to the active track settings. The number of strings and the position of the capo are set by the track settings. If you change the active track, the fretboard will automatically update to reflect the new track.



To **add** a new note to the score, you just have to click on the fretboard. To **delete** a note, just click on it.

The **[< >]** buttons allow you to navigate in the score. It is thus possible to enter the whole score with the mouse.

Tip: By right-clicking on the fretboard you can capture a note and then slide it to the right, thus avoiding the use of the button >.

Display Options:

The **Show** field lets you select what you wish to see on the fretboard:

- **Show [Beat]** to see only the notes on the selected beat.
- **Show [Beat + Bar]** to see the notes of the selected beat and the notes of the active bar.
- **Show [Beat + Next Beat]** to see the notes of the selected beat and the notes of the next beat.
- **Show [Beat + Scale** to see the notes of the selected beat and the notes of the scale selected in the scale tool.

Displaying the note pointed at:

The note pointed at by the mouse is displayed. You don't need to click on the fretboard.

Opening the Scale Engine:

The **Scales** button in the upper right of the fretboard opens the Scale Engine. The display of the fretboard is then automatically set on **Show [Beat + Scales]**, and will stay on it even after you shut down the Scale Engine. You will be able to visualize the chosen scale while you enter your score. To remove the scale's display, just chose another display option.

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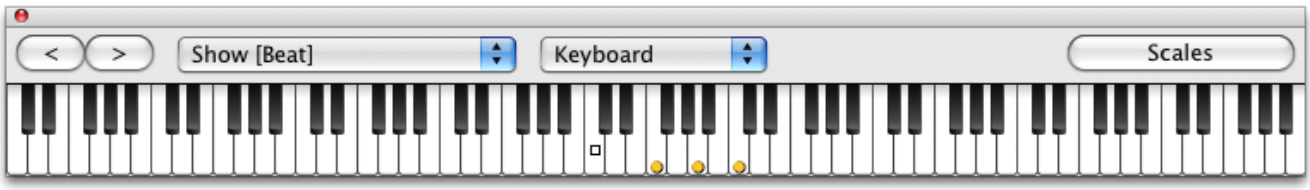
Virtual Keyboard

Just like the fretboard, the keyboard allows to view and to enter the notes of the score. It can also show the scales.

To activate the Keyboard, go down the **View** > **Keyboard** menu, on a track corresponding to a non-fretted instrument.



To **add a note on the score**, just click on a key. To **delete a note**, click on that note. The **[< >]** buttons let you move around the score — avoiding the use of the computer's keyboard if you prefer to capture notes with the mouse.

Tip: Right-click on a key to add a note, and then move your cursor to the right. So you don't have to use the button .

Display Options

Select what you want to see on the keyboard :

- **Show [Beat]** to see only the notes on the selected beat.
- **Show [Beat + Bar]** to see the notes of the selected beat and the notes of the active bar.
- **Show [Beat + Next Beat]** to see the notes of the selected beat and the notes of the next beat.
- **Show [Beat + Scale** to see the notes of the selected beat and the notes of the scale selected in the scale tool.

The note pointed at by the mouse is displayed. You don't need to click the keyboard.

Opening the Scale Engine

Click on the **[Scales]** button to the right to open the Scales Engine. The display mode is then automatically set on **Show [Beat + Beat]**, and will remain so even after you have closed the Scales window. You can thus continue to see the selected scales as you capture notes into the score.

To hide the scale, just select a different display option.

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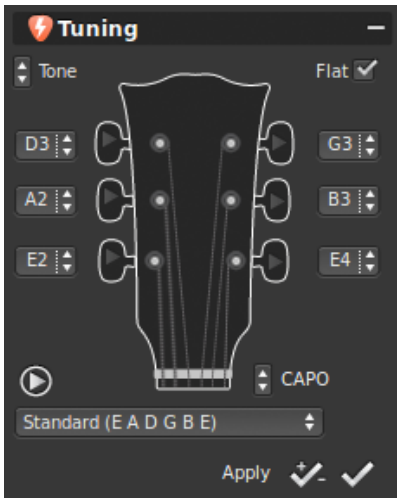
Tuner

Guitar Pro allows you to tune your guitar in many different ways: by ear, or by plugging your guitar into your computer, or by using a microphone. Whichever way you choose, what Guitar Pro takes into account is the tuning of the active track.

To adjust the tuning of the active track, open the Instrument universe.

The MIDI Tuner



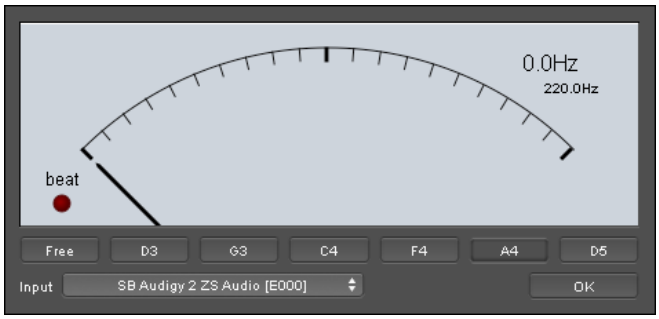
The MIDI Tuner lets you tune your guitar by ear, string by string.

Select the tuning mode you need from the list, or change it with the buttons located next to the tuning keys.

The button lets you hear the sound of any given string. If no string is selected, then it plays every one in turn. By checking the "flat" box you can choose to name the note with flats rather than sharps (Db instead of C# by instance). The CAPO button allows to place a capo on any fret (noted 0 if there is no capo). The X suppresses the tuning mode from the list.

The button applies the chosen tuning mode to the current track, transposing that track according to that tuning. The other button next to it only applies the tuning without transposing (which can make the track sound out of tune).

The digital Tuner



You can tune your guitar by plugging it into the soundcard's input, or by using a microphone. Make sure the input volume is set on high enough. Unlike the MIDI Tuner, the digital Tuner produces no sound.

To access the digital Tuner, use the menu **Tools > Digital Tuner**.

In Free mode, the tuner recognizes the note played as well as its octave, and it lets you know when the tuning is accurate, in the top right-hand corner. You can also select the name of the note you want, and play the corresponding string on your guitar. The finger will stand upright with the green light when the note is accurate. If the finger isn't moving when you play the string on your guitar, you need to adjust the settings of your soundcard and make sure that the input you are using is open.

Metronome

To activate the Metronome,

use the **Sound > Metronome** menu,

or click on .

(You can also get a one-bar **Countdown** before playback by clicking on .)

The metronome gives you the tempo while your score is playing.

You can also use it as a regular metronome for practice:

1. Create a new non-empty file (menu **File** > **New**)
2. Set the desired tempo (menu **Sound** > **Tempo**)
3. Activate playback in loops (menu **Sound** > **Play in Loops / Speed Trainer**)

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4. Play the score (menu **Sound > Play from the Beginning**)

The first (empty) bar will then be played indefinitely over, with the tick of the metronome.

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References

Drop-Down Menus

File menu

New	Creates a new score from a template. See Creating a New Score
Open	Opens an existing score. See Looking for tablatures
Open Recent	Gives a list of recently opened files.
Close	Closes the active score.
Save [Ctrl+S]	Saves the active score.
Save As...	Saves the active score under a new name.
Save As Template...	Saves the structure of the active score to use it as a template later.
Import > MIDI	See MIDI
Import > ASCII	See ASCII
Import > MusicXML	See MusicXML
Import > PowerTab	See PowerTab
Import > TablEdit	See TablEdit
Export > MIDI	See MIDI
Export > ASCII	See ASCII
Export > MusicXML	See MusicXML
Export > WAV	See WAV Export
Export > PNG	See PNG
Export > PDF	See PDF
Score Information...	Opens the Score Information window See CreateNewScore
Stylesheet	See Stylesheet
Print...	See Printing a Score See Organizing Bars
Preferences	Opens the Preferences window for the software. (Under the Guitar Pro menu if you're on Mac.)
Language	Lets you choose which language you want to have Guitar Pro in.
Quit	Shuts down the software entirely. (Under the Guitar Pro menu if you're on Mac.)

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Edit menu

Undo	Cancels the very last action. See Navigating around the Score
Redo	Repeats the very last action.
Cut	Cuts notes or bars on one or several tracks. See Cut/Copy/Paste
Copy	Copies notes or bars on one or several tracks. See Cut/Copy/Paste
Paste	Pastes the notes or bars just copied onto one or several tracks (depending on the type of Cut or Copy done). See Cut/Copy/Paste; See Organizing Bars
Cut Multi-Track	Cuts entire bars from every track at once. See Cut/Copy/Paste
Copy Multi-Track	Copies entire bars from every track at once. See Cut/Copy/Paste
Special Paste...	Opens a window allowing for special pasting of the cut or copied notes or bars. See Cut/Copy/Paste
Select all	Select all notes of the current voice on the active track. See Cut/Copy/Paste See Organizing Bars
Voices > ...	Selects one of the voices or the multi-voice mode for editing. See Adding Notes to the Score
Go to ...	Opens a window to bring you directly to a selected bar. See Adding Sections
Automations > Edit Automations ...	Opens the automation window to insert automations into the track. See Inserting Events
Variations	Lets you add an effect-chain variation to the track. See Sound Settings

Track menu

Add...	Adds an instrumental or percussion track to the score. See Adding Tracks
Delete	Deletes the active track. See Adding Tracks
Move Up	Moves the active track up the list. See Adding Tracks
Move down	Moves the active track down the list. See Adding Tracks
Properties ...	Opens the active track's Properties window. See Creating a New Score; See Adding Tracks

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Bar menu

Insert Bar	Inserts a bar before the current bar. See Organizing Bars
Delete Bar	Deletes the bar(s) selected. See Organizing Bars
Clef	Opens the Clef window. See Adding Symbols
Key Signature	Opens the Key Signature window. See Adding Symbols
Time Signature	Opens the Time Signature window. See Adding Symbols
Triplet Feel...	Opens the Triplet Feel window. See Adding Symbols
Free time	Converts the bars chosen via multiple selection (multi-track) into Free Time See Adding Symbols
Double Barline	Adds a double bar-line to the active bar. See Adding Symbols
Anacrusis (Pick-Up Bar)	Converts the first and last bars into anacruses. . See Adding Symbols
Repeat Open	Adds a starting repeat bar-line to the active bar. See Adding Symbols
Alternate Endings...	Adds a repeat section to the active bar. See Adding Symbols
Repeat Close...	Adds an ending repeat bar-line to the active bar. See Adding Symbols
Directions...	Adds a musical direction sign (Coda...). See Adding Symbols
Simile Mark >	Inserts a single or double simile mark. See Organizing Bars
Multi Rest	Lets you insert multi-rest symbols over all of the empty bars, or bars containing only rests. See Organizing Bars
Force Line Break	Forces the Line Break after the active bar (in Page mode). See Organizing Bars
Prevent Line Break	Prevents the Line Break after the active bar (in Page mode). See Organizing Bars
System Layout	See Organizing Bars

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Note menu

Unless otherwise stated, each action below is directly inserted on the selected beat.

Inserts a beat	See Adding Notes to the Score
Delete the Beats	Deletes selected beats. See Adding Notes to the Score
Copy Beats at the End	Copies selected beats at the end of the bar. See Adding Notes to the Score
Tie Note	Creates a tie to the preceding note. See Adding Notes to the Score
Tie Beat	Creates a tie to the preceding beat. See Adding Notes to the Score
Fermata	See Adding Notes to the Score
Rest	Replaces the selected note(s) with a rest.
Duration > ...	Sets the time-value of the notes in the active voice. See Adding Notes to the Score See Adding Symbols
Dynamic > ...	Sets the dynamic for the selected note, or a crescendo/decrescendo. See Adding Symbols
Brush Downstroke	See Adding Symbols
Brush Upstroke	See Adding Symbols
Arpeggio Down	See Adding Symbols
Arpeggio Up	See Adding Symbols
Rasgueado	See Adding Symbols
Pickstroke Up	See Adding Symbols
Picstroke Down	See Adding Symbols
Accidentals > ...	Adds the chosen accidental on the selected note. See Adding Symbols
One Semi-Tone Down	Lowers the selected note by one semi-tone. See Adding Symbols
One Semi-Tone Up	Raises the selected note by one semi-tone. See Adding Symbols
Left Hand Fingering	See Adding Symbols
Right Hand Fingering	See Adding Symbols
Shift Down	Drags the note to the next string down on the tablature without change of pitch. See Adding Notes to the Score
Shift Up	Drags the note to the next string up on the tablature without change of pitch. See Adding Notes to the Score
Chords	Opens the Chord Diagram Generator. See Chord Diagrams
Slash	Converts the selected beat(s) into slash(es) in the tablature. See Adding Symbols
Barré	Lets you edit the barré or semi-barré indication on the score. See Adding Symbols
Timer	Adds a timer above the staff to indicate the time elapsed since the beginning of the score. See Adding Symbols
Text	See Adding Symbols
Ottavia > ...	Converts the selection into ottavia by adding the corresponding symbol above the staff and shifting the notes on the score.
Design > ...	Lets you customize the direction of stems and links between beams. See Adding Symbols

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Effects menu

Unless otherwise stated, every effect is set directly onto the selected note.

Dead Note	See Adding Symbols
Grace Note >	See Adding Symbols
Ghost Note [O]	See Adding Symbols
Accented Note	See Adding Symbols
Heavily Accented Note	See Adding Symbols
Staccato	See Adding Symbols
Staccatissimo	See Adding Symbols
Tenuto	See Adding Symbols
Legato	Will work only for certain types of instruments (piano, e.g.). See Adding Symbols
Let Ring	See Adding Symbols See Using Wizards
Palm Mute Note	Sets a Palm Mute on the selected note. See Adding Symbols See Using Wizards
Palm Mute Beat	Sets a Palm Mute on the selected beat. See Adding Symbols See Using Wizards
Natural Harmonic	See Adding Symbols
Artificial Harmonic	Lets you select an artificial harmonic and its type. See Adding Symbols
Bend...	Lets you customize a bend effect. See Adding Symbols
Tremolo Bar ...	Lets you customize the use of the tremolo bar. See Adding Symbols
Slide	See Adding Symbols
Vibrato	See Adding Symbols
Vibrato with Tremolo Bar	Sets a wide vibrato (light or ample) on the selected beat. See Adding Symbols
Slide	Lets you choose from 6 possible types of slides. See Adding Symbols
Hammer On / Pull Off	See Adding Symbols
Left Hand Tapping	See Adding Symbols
Tapping	See Adding Symbols
Slap	See Adding Symbols
Pop	See Adding Symbols
Trill...	Lets you customize a trill on the selected note. See Adding Symbols
Tremolo	Sets a tremolo picking effect on the selected note. See Adding Symbols
Palm Mute	See Adding Symbols See Using Wizards
Fade In	See Adding Symbols
Fade Out	See Adding Symbols
Volume Swell	See Adding Symbols
Wah Open	See Adding Symbols
Wah Close	See Adding Symbols

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Section menu

Insert/Remove...	Insert or remove a section
Previous Section	Go to the previous section
Next Section	Go to the next section

Tools menu

Digital Tuner	Opens the Digital Tuner.
Scales	Opens the Scale Engine
Transpose	Transposes one or all or the tracks. See Using Wizards
Automatic Finger Positioning	Optimizes the placement of the fingers over the strings for the selected notes. See Using Wizards
Let Ring Options	See Using Wizards See Adding Symbols
Palm Mute Options	See Using Wizards See Adding Symbols
Check Bar Duration	Checks the bars' time values over every track, relative to the time signature. See Using Wizards
Bar Arranger	Re-assigns the bar-lines over the active track, based on the notes' time values. See Using Wizards See Adding Notes to the Score
Complete /Reduce Bars with Rests	Completes bars that are too short, and reduces bars that are too long. See Using Wizards
Move / Swap Voices...	Lets you swap, copy, and move notes between different voices. See Using Wizards See Adding Notes to the Score

Sound menu

Play	Plays the score from the current position. See Score Playback
Play from the beginning	See Score Playback
First Bar	Places the cursor on the first bar's first beat. See Score Playback
Rewind	Places the cursor the bar's first beat, or on the bar before in case it already is the bar's first beat. See Score Playback
Fast Forward	Places the cursor on the following bar's first beat. See Score Playback
Last Bar	Places the cursor on the last bar's first beat. See Score Playback
Play in Loops / Speed Trainer	See Score Playback
Metronome	Uses a metronome during playback. See Score Playback See Metronome
Countdown	Adds a one-bar countdown before playback. See Score Playback
Tempo	Lets you adjust tempo in the Automation window. See Score Playback; See Inserts Events

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Midi Input Active	Activates or deactivates MIDI capturing. See Adding Notes to the Score; See Sound Settings
RSE [Realistic Sound Engine]	Activates or deactivates the RSE. When deactivated, the sound is MIDI only. See Score Playback; See Sound Settings
Audio settings...	Opens the Audio Settings window. See Sound Settings

View menu

Design Mode	See Organizing Bars
Multitrack	Sets the display on multi-track mode. See Display settings
Concert Tone	Sets the score on concert-tone mode. See Creating a New Score
Page (1 per column)	See Display settings
Page (2 per column)	See Display settings
Parchment	See Display settings
Vertical screen	Sets display on vertical-scrolling mode. See Display settings
Horizontal Screen	Sets display on horizontal-scrolling mode. See Display settings
Enable browser	Enables the mini-browser in the bottom-left corner.
Smooth scrolling	Activates the smooth scrolling mode during playback. See Score Playback
Instrument Panel	Opens the Instrument panel depending on the type of track (fretboard, keyboard, or drumkit). See Fretboard See Keyboard
Reduce Global View	Hides the Global View to focus on the score. See Score Playback See The Main Screen
Full Screen	Sets the score's display on full-screen mode. See Display settings See The Main Screen

Window menu

Next Tab	Brings the next tab to the fore.
Previous Tab	Brings the previous tab to the fore.
***.gpx**	Brings the file named *.gpx to the fore.

Help menu

Index	Opens the Help files. See Installation
Launch Updater	Opens up the Guitar Pro Updater, which gives you automatic access to the latest updates. See Installation
About	Gives you general information about your version of Guitar Pro, Arobas Music, and the technologies at play. See also Technical Support

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Keyboard Shortcuts

Notes and rests		**WINDOWS**	**MACINTOSH**
	from whole to 64th note	+/-	+/-
	Dotted note	. or *	. or *
	Double-dotted note	Ctrl+. or ctrl+*	⌘⇧. or ⌘⇧*
	Triplet	/	/
	Rest	R	R
	Tie (note)	L	L
	Tie (beat)	⇧+L	⇧L
	Fermata	F	F
Accidentals		**WINDOWS**	**MACINTOSH**
	Double flat	Ctrl+alt+7	⌘⌥7
	Flat	Ctrl+7	⌘7
	Natural	Ctrl+8	⌘8
	Sharp	Ctrl+9	⌘9
	Double sharp	Ctrl+alt+9	⌘⌥9
	Change accidentals	Ctrl+alt+8	⌘⌥8
	Raise one semitone	⇧+-	⌥-
	Lower one semitone	⇧++	⌥+
Accentuations and interpretation		**WINDOWS**	**MACINTOSH**
	Suggested note	o	O
	Accented note	;	;
	Strongly accented note	:	:
	Staccato	!	!
	Tenuto	_	_
	Legato	⇧+H	⇧H
	Let Ring	I	I
	Palm Mute on the note	P	P
	Palm Mute on the beat	Ctrl+P	⇧P
Effects		**WINDOWS**	**MACINTOSH**
	Muffled note	x	X
	Natural harmonic	Y	Y
	Artificial harmonic	Alt+Y	⌥Y
	Bend	B	B
	Vibrato	⇧+W	⇧W
	Vibrato left hand (light)	V	V
	Vibrato left hand (heavy)	Alt+V	⌥V
	Vibrato right hand (light)	W	W
	Vibrato right hand (heavy)	Alt+W	⌥W

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Accent/Fingering		**WINDOWS**	**MACINTOSH**
	Legato slide	S	S
	Shift slide	Alt+S	⌥S
	Tapping left hand	(	(
	HO/PO	H	H
	Tap	)	)
	Slap	$	$
	Pop	Ctrl+$	⌘$
	Pickstroke down	⇧+D	⇧D
	Pickstroke up	⇧+U	⇧U
	Move down (tab)	Alt+↓	⌥↓
	Move up (tab)	Alt+↑	⌥↑
Brushed chords		**WINDOWS**	**MACINTOSH**
	Brush down	Ctrl+D	⌘D
	Brush up	Ctrl+U	⌘U
	Arpeggio down	Ctrl+⇧+D	⌘⇧D
	Arpeggio up	Ctrl+⇧+U	⌘⇧U
	Rasgueado	⇧+R	⇧R
Ornaments		**WINDOWS**	**MACINTOSH**
	Grace note (before the beat)	G	G
	Grace note (on the beat)	Alt+G	⌥G
	Trill	N	N
Electric effects		**WINDOWS**	**MACINTOSH**
	Fade in	<	<
	Fade out	>	>
	Volume Swell	Ctrl+< or Ctrl+>	⌘< or ⌘>
	Wah open	Alt+O	⌥O
	Wah closed	Alt+C	⌥C
Notation		**WINDOWS**	**MACINTOSH**
	Chord	A	A
	Slash (in the tablature)		
	Held barré	⇧+I	⇧I
	Timer	@	@
	Text	T	T
	Section	⇧+Ins	
Design		**WINDOWS**	**MACINTOSH**
	Prevent line wrapping	&	&
	Force line wrapping	Ctrl+↵	⌘↩
Bar structure		**WINDOWS**	**MACINTOSH**
	Clef	K	K
	Key signature	Ctrl+K	⌘K
	Time signature	Ctrl+T	⌘T

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	Triplet Feel	Ctrl+/	⌘/
	Free time	|	|
	Repeat a bar	%	%
	Repeat two bars	Ctrl+%	⌘%
	Multirest	Ctrl+R	⌘R
	Repeat open	[	[
	Repeat close	]	]
	Direction	D	D
File		**WINDOWS**	**MACINTOSH**
	New file	Ctrl+N	⌘N
	Open	Ctrl+O	⌘O
	Close	Ctrl+W	⌘W
	Save	Ctrl+S	⌘S
	Save as	Ctrl+⇧+S	⌘⇧S
	Score information	F5	F5
	Stylesheet	F7	F7
	Print preview	F8	
	Print	Ctrl+P	⌘P
	Preferences	F12	⌘,
	Quit	Ctrl+Q or Alt+F4	⌘Q
Editing		**WINDOWS**	**MACINTOSH**
	Undo	Ctrl+Z	⌘Z
	Redo	Ctrl+⇧+Z	⌘⇧Z
	Cut	Ctrl+X	⌘X
	Copy	Ctrl+C	⌘C
	Paste	Ctrl+V	⌘V
	Cut multitrack	Ctrl+⇧+X	⌘⇧X
	Copy multitrack	Ctrl+⇧+C	⌘⇧C
	Special paste	Ctrl+⇧+V	⌘⇧V
	Select all	Ctrl+A	⌘A
	Copy the beat at the end of the bar	C	C
	Voice 1/2/3/4	Ctrl+1/2/3/4	⌘1/2/3/4
	Multivoice editing	Ctrl+M	⌘M
	Go to	Ctrl+G	⌘G
	Add an automation	F10	F10
Track		**WINDOWS**	**MACINTOSH**
	Add	Ctrl+⇧+Ins	⌘⇧+
	Erase	Ctrl+⇧+Suppr	⌘⇧-
	Move up	Ctrl+Alt+↑	⌘⌥↑
	Move down	Ctrl+Alt+↓	⌘⌥↓
	Properties	F6	F6
Navigation/Playback		**WINDOWS**	**MACINTOSH**

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	Beginning of bar	Home	↖
	End of bar	End	↘
	First bar	Ctrl+ Home	⌘↖
	Last bar	Ctrl+ End	⌘↘
	Previous section	Alt+←	⌥←
	Next section	Alt+→	⌥→
	Play	Spacebar	Spacebar
	Play from beginning	Ctrl+Spacebar	⌘Spacebar
	Rewind	Ctrl +←	⌘←
	Fast forward	Ctrl +→	⌘→
	Loop/Speed trainer	F9	F9
Display options		**WINDOWS**	**MACINTOSH**
	Full screen	F11	⌥⌘U
	Multitrack	F3	F3
	Navigator	Ctrl+B	⌘B
	Instrument panel	Ctrl+F6	⌘F6
	Next tab	Ctrl+Tab	⌘}
	Previous tab	Ctrl+⇧+Tab	⌘{
Settings		**WINDOWS**	**MACINTOSH**
	Score information	F5	F5
	Stylesheet	F7	F7
	Preferences	F12	⌘,
	RSE/Midi	F2	F2
Tools		**WINDOWS**	**MACINTOSH**
	Check the bars' lengths	F4	F4
	Move/Swap voices	Ctrl+⇧+M	⌘⇧M

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